

MAGIC

The Gathering®

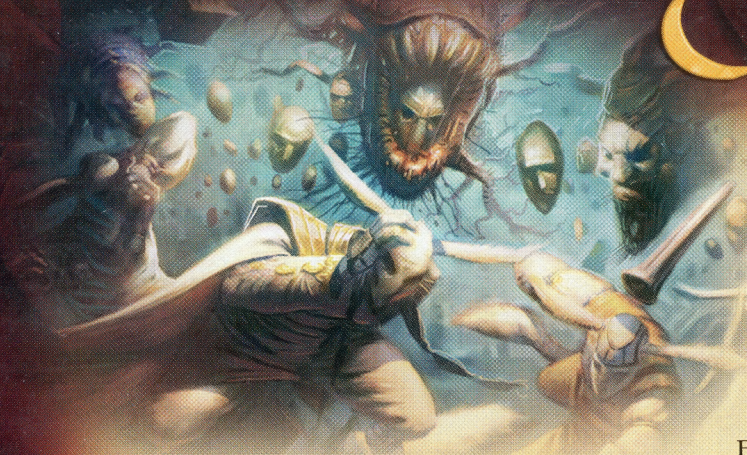


Champions of Kamigawa™

Illus. Daren Bader

PLAYER'S GUIDE

AGAINST THE GODS



Illus. Greg Staples

everything—spirits of sacred places, objects, and ideas. Each of these *kami* was a divinity, and the way to happiness was to honor the kami and live by their ways. The inhabitants of Kamigawa were content with this life of devotion. Then the unimaginable happened: their gods turned on them.

Slowly at first, kami began to take form in the material world. Some scholars believed the kami were delivering a message or a warning. But their appearance was so alien, so surreal, that no meaning could be discerned.

At that time, the plane's most powerful warlord, the daimyo Takeshi Konda, ruled over the Towabara Plains from his stronghold at Eiganjo. But even as his armies and samurai secured more territory in Konda's name, the kami manifested in ever-greater numbers.

Then came a night that changed Kamigawa forever. A few miles from Eiganjo Castle, the kami set upon the town of Reito. Scores of spirit-world monstrosities swept through the town, killing nearly every living thing. Hundreds were slain; few survived. The Kami War had begun.

Over the next twenty years, spirits of every shape and size would descend on the plains, ravage everything in their path, then inexplicably stop just short of Eiganjo. Throughout this spirit-world siege, Konda remained within his stronghold, mysteriously safe from harm.

Kamigawa's people were left to wonder why the kami betrayed them even as they fought for survival. What had they done wrong? How could they discover why the kami were so angry? And what happens when a world must kill its own gods to survive?

As the Kami War raged on, champions emerged on both sides—from great kami who brought the material world to its knees, to samurai whose blades cut down countless spirit horrors.

This is their story.



Illus. Wayne Reynolds

The *Champions of Kamigawa*™

expansion takes place on a plane reminiscent of feudal Japan. Specifically, Kamigawa resembles Japan as it was around the year 1500. During this period of Japanese history, powerful feudal warlords called *daimyo* battled for territory and power. Each daimyo had a court with officials, aristocrats, and warriors, much like the courts of medieval Europe. Unlike Japan, however, Kamigawa has no emperor—only leaders of varying levels of power.

In Japan this historical period is called the *sengoku jidai*, and it's the period in which most Japanese fantasy stories are set. Sengoku-era stories are filled with samurai, demons, ghosts, ninjas, honor, romance . . . all the elements of traditional Japanese fantasy with which Westerners are familiar.

Kamigawa has another overarching characteristic. It imagines a world similar to Japan in which there is but one religion, a faith akin to *Shinto*. Shinto, the indigenous religion of Japan, literally means "way of the gods." Its world-view is that everything has a divine essence, a *kami*, whether it's an ancestor, a sacred object, a hallowed place, or even an idea or a word. For this reason, Shinto is sometimes referred to as the religion of "the eight million gods." A Shinto devotee believes that the way to live a peaceful and righteous life is to honor and revere the kami.

Illus. Scott M. Fischer



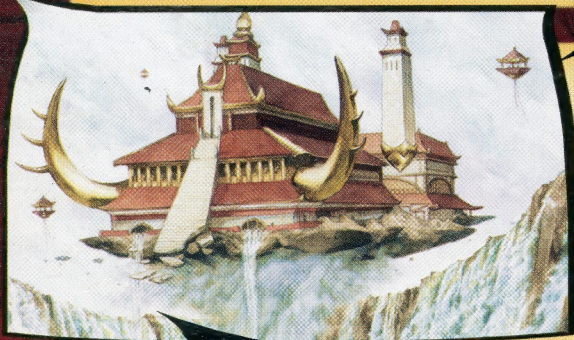
EIGANJO CASTLE

In the middle of the Towabara Plains stood Eiganjo, a great tower of rock jutting like a spire from the flatlands below. It was atop this tower that the daimyo Konda built his stronghold, Eiganjo Castle, a nearly unassailable fortress from which he could expand his holdings. During the Kami War, the fiercest and largest attacks from the spirit world were directed at the plains around Eiganjo, but always stopped short of the castle. Over the course of years, the surrounding area was made barren and cratered by numerous battles, and it came to be known as the *Araba*, or “ruined land.”



MINAMO, SCHOOL AT WATER'S EDGE

Before the Kami War began, Minamo was a place only whispered of, enshrouded in the mists of the sacred Kamitaki Falls. The land's most promising *jushi* studied their magic at this school of the supernatural. But when the spirit realm turned against the material world, Minamo marked the war's first front. Kamitaki Falls was a curtain between worlds from which huge, bizarre kami manifestations emerged, right into Minamo's floating campus. The *jushi* school became an outpost, its students and *sensei* recast as wizard-soldiers in the battle against the gods.



SHIZO, DEATH'S STOREHOUSE

More than a hundred years before the rise of Konda, two great daimyo set their samurai armies against one another for nothing more than greed and ambition. After over eight hundred samurai were slain in the name of such dishonorable causes, the meadow where they battled became a forbidden mire of corpses. It was said that the blood of the warriors flowed into the neighboring bamboo forest, turning it into the fetid bog now called Takenuma. From then on, the swamp was covered in perpetual dusk, and only the *nezumi* gangs lived willingly within its darkness.



SHINKA, THE BLOODSOAKED KEEP

High in the Sokenzan Range stood the mountain keep known as Shinka. Few ever approached this skull-lined citadel of the ogre-mages, and those who did often ended up with their heads on pikes. The ogres built Shinka a thousand years before the Kami War as a monument to the malevolent *oni* they worshipped. Local *sanzoku* claimed that its mortar was made from the ground bones of the ogres' victims. Within Shinka's fire-lit corridors, the ogre-mages practiced their blood magic to summon the demons of the spirit world. For their part, the *oni* sometimes granted the ogres power and dark secrets—and sometimes devoured them instead.



OKINA, TEMPLE OF THE GRANDFATHERS

The great cedar Boseiju was already two thousand years old when the Kami War began. It was the embodied soul of the magnificent Jukai Forest, and its trunk and limbs were strung with *shimenawa* ropes and *nusa* (zigzagged strips of paper) to mark its sacredness and the presence of the great kami within it. Jukai's oldest shrine, the Okina Temple, stood nearby, with a legion of quiet monks dedicated to its reverence. But when the Jukai's forest kami turned violent, most of Okina's monks refused to fight them. Many monks were killed, and many more fled. Only a handful remained to defend the shrine.



Illustrations by Thomas M. Baxa, Wayne England, Keith Garletts, Jeremy Jarvis, and John Matson

FAMOUS FIGURES OF THE KAMI WAR

UTSUSHIYO THE MATERIAL WORLD

KONDA, LORD OF EIGANJO

High atop the tower of rock called Eiganjo, Takeshi Konda controlled an empire that extended to the edges of the Towabara Plains and beyond. At its height, his rule was all but absolute. But Konda's power was not without its price. One year before the Reito Massacre, Konda suddenly changed. His eyes started to roam as though unable to focus. His emotions seemingly vanished. But despite these changes, his hold over Towabara strengthened.

Even when the Kami War was at its most deadly, the spirit-world attacks never touched the daimyo's castle. The kami would ravage the land all around Eiganjo, only to stop short at its base. After years of war, Konda's people began to wonder: Were they blessed and favored by the kami, or had Konda made some kind of bargain with them? What price had he paid to secure his land? However, because Konda never left his upper chambers, no one could learn the truth. Even Konda's only child, Michiko, would need to be carried away from the safety of her father's throne in order to seek for others the secret of Eiganjo's mysterious security.



HISOKA, HEADMASTER OF MINAMO



Iki Hisoka was a young man when he came to Minamo to study magic. He was a gifted student, and a unique talent soon emerged: for each magic, he found an equal magic to negate it. He became admired at the wizards' school for the grace and effortlessness with which he bested other wizards in spell-sparring. Hisoka continued to study his method of neutralizing magical attacks for many years, eventually coalescing his methods into a philosophy. In time, he became first a teacher at Minamo, then its headmaster.

When monstrous kami began to emerge from the Kamitaki Falls, the passive Hisoka realized that he would be forced to move from teacher to general. Even as he shifted the school's focus from hermetic study to magical defense, he grew concerned about the consequences of the war. If a kami is the manifested essence of something, what happens when that essence is slain? He wasn't alone in his consideration of that question. High in their cloud palaces, the aristocratic *soratami* had also grown troubled—so much so that they would deign to interact with the world below at last.

GODO, SANZOKU WARLORD



The Sokenzan Range had served as a hiding place and base of operations for bandits for as long as anyone could remember. But not until Godo came were those bands of brigands ever united. Never had there been clearer proof that strength and intelligence are not mutually exclusive.

After his parents were killed in the Ganzan Pass, Godo survived in the mountain lowlands for years before taking up with a small group of young, belligerent brigands. Before long he was leading a larger group, coercing other bands into cooperation. Eventually Godo's gang was big enough to kill those who refused to accept his leadership, and many times Godo delivered the deathblows personally.

In time, opportunistic *ronin* (masterless samurai) saw a chance to make names for themselves and sought him out, convinced that their ruthlessness could match that of this "bandit king." Many ended up in his service. During the Kami War, however, Godo's attention was forcibly turned away from raiding and pillaging. Like all other denizens of Kamigawa, he and his small army of brigands had to fight against the spirit world for their survival.

AZUSA, WANDERING KANNUSHI

By the time the Okina Temple had been all but abandoned, most denizens of Kamigawa had at least heard of the *kannushi* ascetic Dosan. His teachings of how to live in peace with the kami had spread wide, although they were later denounced and even mocked when the Kami War began. Lesser known were the travels of Dosan's pupil, Azusa.

If Dosan was a quiet oak, Azusa was the wind that nourished it and rustled its leaves. Not content to sit and meditate in the Jukai Forest, Azusa left to explore Kamigawa's corners after living a nature-priest's life at Okina for almost eight years. She set out to "look into the eyes of the world," and spent the rest of her life wandering from realm to realm. She had no map or plan but kept a diary for many years, and its contents served to validate historical works for centuries. Azusa's travels had an effect on her as well; by the end of her life, she had become a powerful shaman. Those who wrote of her claimed she could draw mana from a barrelful of dust.



GOLDEN-TAIL, KITSUNE KENSEI



Golden-Tail never called himself a samurai, but to others he was a samurai exemplar. The kitsune had many *kensei* (sword masters), but any of them would have been honored to have Golden-Tail as their *sensei*. He taught martial arts in the traditional kitsune style: a katana in the favored hand, with a *jitte* or *sai* in the offhand for parrying and blade-tangling. The first thing each of his students would notice was that he never spoke during a lesson—he taught with his body alone.

Although he would appear to any human to be a playful swordsman, Golden-Tail was considered somber by his own kind. The kitsune were perhaps closer to the spirit-world than any other people besides the *orochi*, and when kami first attacked a kitsune

village, Golden-Tail ran for a full day to seek the counsel of Eight-and-a-Half-Tails, the elder kitsune priest. After he returned, he didn't speak of the war at all. Instead he simply trained other kitsune—as well as some fortunate humans—in the art of the katana, sometimes for fourteen hours straight. Without his tutelage, the kitsune would have lost many more warriors to the unappeasable kami.

Illustrations by John Bolton, Donato Giancola, Todd Lockwood, Paolo Parente, and Stephen Tappin

MARROW-GNAWER, NEZUMI GANGLADER

To outsiders, the nezumi appeared as a chaotic horde, each competing with all others for power, rank, and even scraps of food. But these ratfolk, although primitive in relation to most other Kamigawa humanoids, had a complex social order.

Marrow-Gnawer had been a mediocre warrior of the *okiba* gang, the nezumi warrior caste. Some claimed he was possessed by a kami of ambition; others said he was tired of taking orders. Whatever the cause, Marrow-Gnawer slipped from his den one night and assassinated three nezumi *makiba*, members of the leader caste, including his own brother (that said, every nezumi has at least forty brothers). From that day forward, Marrow-Gnawer was a *makiba* himself and commanded the largest group of nezumi warriors in the Takenuma Swamp. He became a more proficient leader than he was a warrior. Marrow-Gnawer had another talent, too. He fathered more than six hundred nezumi over the course of his life, causing his brethren to joke that he was trying to augment the strength of his own gang personally.



BEN-BEN, AKKI HERMIT

No akki could remember exactly why Ben-Ben was ostracized and banished from the caves. Maybe it was because of the disgusting lotus flowers he carried around. Or maybe it was because he was too smart, or he didn't laugh loudly enough when things blew up. But most likely it was because Ben-Ben smelled like poop.

Some thought that Ben-Ben wore a dead octopus on his head because it helped cover his own smell. Others thought it granted him magical powers. But the truth was that Ben-Ben wore the dead octopus on his head because he liked it.

Ben-Ben did have magical powers, though. He could throw rocks with his mind. Big ones. In fact,

when the akki caves were attacked by dozens of pig-sized frost kami, a couple of akki leaders sought Ben-Ben's help. He agreed once they offered him some lizards on sticks. He made his way to the caves, and once he reached the site where the frost kami were attacking, he began wheezing and coughing. Little did the other akki know that this was his incantation, and as he wheezed, rocks lifted from the ground, then came smashing down on the frost kami, saving countless akki lives. The other akki still didn't like him, though.



SHISATO, OROCHI HUNTER

When the orochi Shisato came of age, it was time for her to choose a tribe, and the warrior caste was the obvious choice. As was tradition, she had to prove her worth through ritual combat. But when she killed her opponent instead of just besting him, she touched off a chain of vendettas. Four orochi warriors fought her to avenge their fallen kin, and Shisato slew all four.

Contrary to what humans believe, orochi are not immune to their own venom. In fact, one of the numerous rituals orochi undergo to become full-fledged members of the Kashi Tribe is to drink a mixture of all the other warriors' venom from an ancient cup. But Shisato's venom was so strong that just a few drops could kill another orochi, preventing her from participating in the rituals of others.

Shisato was never welcomed by the Kashi Tribe, although its leader Sosuke acknowledged that she was a skilled hunter and killer. She was simply too ruthless and too deadly; the other orochi feared and distrusted her. Over the years Shisato grew bitter and lonely, and she ventured further and further from the colonies. Eventually she began to hunt bigger prey: the Jukai Forest's human monks.



KAKURIYO THE SPIRIT WORLD

THE FIVE MYOJIN



In Kamigawa everything had a divine essence, a kami, and each of those kami had a purpose. But just as the *utsushiyo*, the material world, had its hierarchies, so did the *kakuriyo*, the spirit world. For example, the kami of an old pine tree was greater than that of an autumn leaf, just as the kami of an entire forest was greater than that of a single pine.

So it was with the *myojin*, the “bright divinities.” These were the kami of the five fundamental forces of the world: justice, knowledge, power, passion, and creation. These kami were worshipped above all others, and had great shrines

built in their honor. Only one kami stood above the myojin: O-Kagachi, the kami of all things, the soul of the world.

When the Kami War began, Kamigawa’s denizens prayed for the favor of the myojin, hoping that perhaps the greatest of kami had not yet turned against them. But a gross crime had been committed against the spirit world, and the myojin, like all other kami, were in such throes of chaos and anger that they couldn’t begin to communicate the nature of that crime. Like all other kami, the myojin turned against the material world, seeking what had been taken from them.

TOWAZU, KAMI OF THINGS UNSPEAKABLE

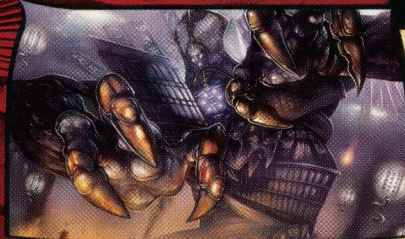
Some kami were never meant to be revered. It wasn’t until a group of overeager Minamo students trifled with forbidden texts that anyone even knew of the existence of Towazu, the kami of the unspeakable.

After a student was killed in her sleep by a water kami, two of her friends decided to take matters into their own hands. While the head librarian Azami Ozu was accompanying the headmaster Hisoka to Eiganjo, the students thwarted Azami’s magical wards and gained access to the most ancient and forbidden scrolls. Among them they found three centuries-old incantations of water magic, each designed to bring the caster knowledge. They hoped this knowledge would enable them to bind the water kami that murdered their friend. They didn’t realize, however, that the incantations were sacred utterances of the kami-spirit-world magic.

As they completed the third incantation, the roar of the Kamitaki Falls outside faded to a whisper. A long minute passed, then suddenly a horrific form burst through the falls like a terrible horse through a paper wall. The Unspeakable had been released into the world.



HIKARI, TWILIGHT GUARDIAN



It was Hikari, the great guardian of the border between day and night, who taught Konda never to send his samurai to fight at dusk. When Konda’s army first rode against the kami at sundown, they were two hundred strong, each resplendent in the armor of Eiganjo. After they met Hikari in battle, the remaining forty-seven fled to the safety of Eiganjo.

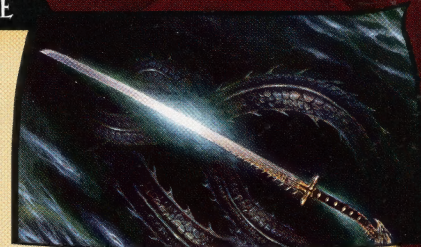
After the routing of the samurai by Hikari, rumors flew about the kami that resembled a vast, monstrous samurai. Perhaps it was the spirit of one of Konda’s own samurai *buke* (nobles), seeking revenge for some unknown dishonor. Perhaps the kami took the form of a samurai only to mock Konda and his men. Some even whispered that the monstrosity was the kami of Konda’s own sanity, flickering in and out of our world as though unable to stay.

TATSUMASA, THE DRAGON BLADE

Of the many legendary blades the swordsmith Keisaku forged, Tatsumasa is the most famous, and the story of its creation was well known. Keisaku was visited by a brash, arrogant, young *yamabushi* who desired a katana “so sharp it could cut a promise.” When Keisaku implied that the young man didn’t deserve such a blade, the *yamabushi* flew into a rage and left, saying that he would have his blade nonetheless.

Two days passed, and Keisaku awoke to find a large bluish steel bowl at his door, its lid sealed shut with lesser metal. Although he didn’t know who had sent the gift, he took it to his smithy to examine later. That evening, though, Keisaku developed a high fever and decided to retire early. He did not wake for three days.

When Keisaku finally opened his eyes, he found himself alone in his smithy. The surfaces of his hands were inked with small kanji. The embers still glowed in his forge. The blue bowl was gone. Somehow the *yamabushi* had bewitched him, forcing him to forge a blade. It wasn’t until twelve years later that Keisaku was visited by the dragon he had bound to the sword . . . but that’s another story.



A NEW AGE OF LEGENDS

by Brian Schneider,
Champions of Kamigawa lead developer

The *Champions of Kamigawa* set has more legendary creatures than 1994's *Legends*® set did, which is no small feat. And more is definitely better.

First, I need to point out that legends function differently now than they used to. We changed the game rules for legendary permanents. Here's the short version of the new rule:

If multiple legendary permanents with the same name are in play, all are put into their owners' graveyards. It no longer matters which legendary permanent came into play first.

Why'd we make the change? Simply put, the old "legend rule" proved to be problematic. If a legend became so popular that everyone was playing it, mirror-match games were little more than a race to see who could get the legend into play first. The "losing" players often felt slighted because they had cards in their hands that they effectively couldn't play. We in R&D felt we shouldn't make more really powerful legends—especially ones with lower mana costs—because the rules for them caused awkward game-play situations.

Enter the new legend rule. Now, if I have Uyo, Silent Prophet in play and you have another Uyo card in your hand, you can play yours, sending both copies to our graveyards. From now on, your legendary creatures will never be "dead" cards just because they're late to the party.

The new rule allowed us to make awesome legendary creatures at all mana costs with a clear conscience, and we did just that. Isamaru, Hound of Konda kicks things off at a measly *, and the curve goes all the way up to ten mana!

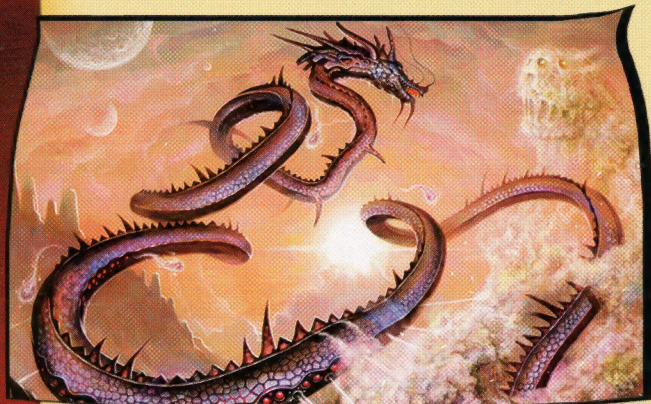
Somewhere in the middle lie what may be my favorite legendary creatures in the set. There are five new 5/5 Dragon Spirits that will scare any opponent. Each costs only six mana, and each has the ability to punish your foes if it's put into a graveyard from play. For example, if someone destroys your Keiga, the Tide Star, you get to gain control of any creature in play. If your Kokusho, the Evening Star is dispatched somehow, you'll be the beneficiary of a 10-point life swing. (And even more in multiplayer games! Hmmm . . . I'll have to try that!) In **Magic**® speak, these Dragons are simply what I'd call "beatings."

We didn't limit the legendary fun to just creatures, either. There are

a bunch of new legendary lands for your enjoyment, including one that can prevent your spells from being countered (for a "small" cost). Fans of the *Mirrodin*™ block's Kaldra cycle will be glad to see more legendary Equipment, including the impressive Tatsumasa, the Dragon's Fang. The icing on the legendary cake, though, is the introduction of legendary enchantments, including a cycle of Shrines that feed off of each other's power and a black card that puts Engineered Plague to shame.

Even some of the mundane *Champions of Kamigawa* creatures are actually legends-in-training thanks to the new "hero" mechanic. Heroes don't start out as legends, but if they accomplish a specific feat during the game, they change into more powerful forms. We developed new card faces to illustrate the change, and you simply turn the card around when it "flips."

Of course, legends are only part of the story. Central to the *Champions of Kamigawa* story is the war the spirits are waging on the "normal" world, and I must say that the spirits are well armed.



“Spiritcraft,” splice onto Arcane, and soulshift are some of the mechanics we’ve given to this important subset of creatures.

Spiritcraft is our nickname for effects that happen whenever you play a Spirit or Arcane spell. Arcane is a new subtype of instants and sorceries unique to the spirit world. Several Spirits in the set have spiritcraft abilities, and there are a lot of cool things you can do once you get a few of these crafty creatures into play. If you play an Arcane spell with a Soilshaper in play, you get to turn a land into a 3/3 creature for free. Add another spiritcraft creature and you get another free effect as well! Imagine what you could do if you played multiple Spirit or Arcane spells in the same turn! Sounds to me like the perfect opportunity to try out the new splice ability . . .

Cards with splice onto Arcane let you add the card’s effect onto another Arcane spell. Basically you get to play your spells without *really* playing them. Pay 1 to splice a Glacial Ray onto a Lava Spike for a

whopping total of 5 damage, and you get to keep the Glacial Ray to use again later! Trust me, there are many cases when that can be pretty handy. And if you have enough mana, you can splice as many different cards onto an Arcane spell as you like. How big of a spell can you make? It’s up to you.

The denizens of the spirit world probably sound pretty scary already, and I haven’t even touched on their soulshift ability. Whenever a Spirit with soulshift is put into a graveyard from play, you can bring back any other Spirit that costs less mana. The dying Spirit’s essence returns in a new form, and the Spirits fight on!

Thus far I’ve mentioned plenty about legendary cards and Spirits, but there are a lot of other

cool things going on. Samurai bring their mastery of *bushido* to the *Champions of Kamigawa* set. There’s a band of red *yamabushi*—spirit-killers—who make certain that whatever they destroy never returns. Demons torment the living with the help of their ogre servants. A race of snake people, trained as shamans and warriors, rule the forest. Mystical moonfolk govern the skies with a firm, watchful eye. I could go on and on!

I’m sure that when you open your new cards, you’ll be drawn right in to Kamigawa. I hope that you’re ready to fight!



Illus. Scott M. Fischer

THE TEN COOLEST CHAMPIONS OF KAMIGAWA

1. The Myojin

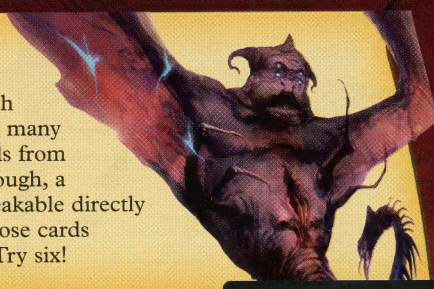
Indestructible? Been done before. Large indestructible creature? That was Darksteel Colossus. Large indestructible creature that lets you destroy every land on the table whenever you feel like it? *Now* we're talking.

Each of the five Myojin is a nigh invincible powerhouse that can renounce its immortality at any time to generate a massive game-altering effect. Myojin of Infinite Rage's Armageddon-like ability is but one example. The others? You'll have to see them to believe them.



2. The Unspeakable

Where to begin with this monstrosity? Its body makes even the great Mahamoti Djinn jealous. Each time it hits your opponent, you get back one of the many Arcane spells sure to be in every deck packing cards from the *Champions of Kamigawa* set. As if that's not enough, a special three-card ritual exists that puts The Unspeakable directly into play from your library. "Oh sure," you say, "those cards probably cost fifteen mana altogether." Not at all. Try six!



3. The "Heroes"

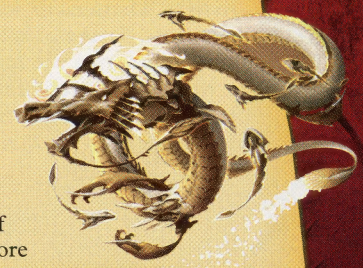
Heroes are a new kind of creature. Each of them begins life in a somewhat unimpressive state. For example, why would anyone be afraid of a Budoka Gardener? The cool thing with heroes is that they can perform great feats of derring-do to become creatures of legend! So when the Gardener has tended the earth long enough, he becomes Dokai, Weaver of Life, a 3/3 with the ability to put 10/10 Elementals into play! Now *that's* heroic.



4. The Legendary Dragon Spirits

Let's face it. When you put a large flying Dragon into play, what are you really doing? You're saying, "Hello, opponent. Here's my gigantic Dragon. Please kill it." In the past, your opponent untapped and smugly played Wrath of God, and the fun ended there.

But with the *Champions of Kamigawa* Dragon Spirits, destroying them hurts. A lot. Now when your opponents play Wrath to dispatch your Yosei, your revenge is swift. Yosei effectively gives you a free turn to wipe that smug look clean off your opponent's face! Like the sound of that? There are four more Dragon Spirits in the set, each with its own devastating ability!



5. Kiku, Night's Flower

Don't let her size or appearance fool you: Kiku is one powerful little package. For a mere two mana she slides onto the table, looking sweet and demure. Then a couple of turns later she uses her shadow magic to assassinate a creature. And then does it again. And again. The only safe creatures are defensive ones with more toughness than power, and who plays with those things? Weaklings, that's who.



KAMIGAWA CARDS

by Paul Sottosanti,
Magic: The Gathering® developer



6. Time Stop

Counterspell, Mana Leak, Condescend—all just different ways to say “No.” With Time Stop, fans of countermagic can also say, “Oh, and by the way, it’s my turn now—sorry.” Don’t like the combat trick your opponent just played? Respond by stopping time. Don’t like your opponent attacking at all? Stop time before those attackers can deal damage. Don’t like your opponent *even drawing a card*? Stop time during that player’s upkeep! Even scarier is that Time Stop can’t be redirected with spells like Shunt, and it serves as an answer to that quintessential anti-control card, Obliterate.



7. Horobi, Death's Wail

Some of the coolest cards in history have changed the way that the Magic game works. These rule-bending cards have appeared as enchantments, like Nether Void; as artifacts, like Mycosynth Lattice; and as creatures, like . . . well, Horobi. Crazy efficient as a 4/4 flier for four mana, this Spirit creates a world where creatures are more fragile than eggshells. Oh, you’ve got a Thorn Elemental? I’ll just Shock it. Or Giant Growth it. Or even Healing Salve it to death. Granted, Horobi itself is fragile for the same reasons, but its presence on the table all but guarantees a few turns of carnage on both sides.



8. Kodama of the North Tree

There are few feelings in life better than beating down with a huge green creature. Craw Wurm, weighing in at a hefty 6/4, was one of the first cards in the game to allow this particular satisfaction. Now try to imagine what a creature the size of Craw Wurm would look like if it were legendary. The answer? Kodama of the North Tree—the same stats for one less mana, with trample and untargetability built right in! If you need a creature to deal with your opponent’s Horobi deck, Kodama is your guy. Or rather, your enormous, ultra-powerful legendary tree spirit.



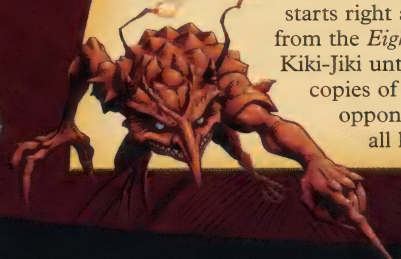
9. Isamaru, Hound of Konda

If we had told you a year ago that we were thinking about printing a 2/2 for one mana without a drawback, you’d have thought we were crazy! Think again! White weenie has just found another weapon for its rapidly growing arsenal in the form of this legendary canine companion. With access to both Savannah Lions and Isamaru, Plains-filled creature decks have a bright future. It’s raining cats and dogs!



10. Kiki-Jiki, Mirror Breaker

What’s better than having your favorite creature in play? Having *two* of your favorite creature in play, of course. Kiki-Jiki ensures that every turn you get a new copy of just about any creature you control. Moreover, Kiki-Jiki has haste so the fun starts right away. To go from fun to sheer insanity, add an Intruder Alarm from the *Eighth Edition* core set to the table—each time you create a token, Kiki-Jiki untaps, meaning that you can immediately generate any number of copies of every single nonlegendary creature you control. If your opponents aren’t impressed, calmly remind them that the tokens also all have haste as you attack them into oblivion.



A KAMIGAWA GLOSSARY

Below are the meanings and pronunciations of some words you'll encounter in the *Champions of Kamigawa* expansion.

PEOPLE



Azami (ah-ZAH-mee) The head archivist at the Minamo School.

Azusa (ah-ZOO-sah) A traveling female kannushi.

Ben-Ben (BEHN-behn) A stinky outcast akki hermit.

Dokai (DOH-keye) A monk whose connection to the land is so strong that he can “bring it to life.”

Dosan (DOH-sahn) The oldest living kannushi on Kamigawa; perhaps the most revered monk.

Godō (GOH-doh) The self-proclaimed “king” of the Sokenzan bandits and ronin. No one knows his first name.

Goka (GOH-kah) An opportunistic ogre shaman.

Hayato (HAH-yah-toh) A master mariner.

Hikari (hee-KAH-ree) The kami that guards the border between day and night.

Hisoka (hee-SOH-kah) The sensei and master jushi of the Minamo School. His first name is Iki.

Horobi (hoh-ROH-bee) A powerful kami of death that came into being at the Reito Massacre.

Hoto (HOH-toh) A budoka temple guard.

Iname (ee-NAH-may) A major kami that has two aspects—one of life and one of death.

Isamaru (ee-sah-MAH-roo) Konda's favorite hunting dog.

Jiro (JEE-roh) A budoka temple guard.

Jugan (JOO-gahn) The great *ryuu* (divine dragon) of Kamigawa's forests.

Keiga (KEYE-gah) The great *ryuu* (divine dragon) of Kamigawa's islands.

Keisaku (KEYE-sah-koo) One of Kamigawa's finest swordsmiths.

Kenzo (KEHN-zoh) A veteran, high-ranking samurai in the daimyo Konda's service.

Kiki-Jiki (kee-kee JEE-kee) An akki illusionist.

Kiku (KEE-koo) An assassin who turns people's shadows against them. She leaves a camellia flower on the bodies of her victims.

Kokusho (KOH-koo-shoh) The great *ryuu* (divine dragon) of Kamigawa's swamps.

Konda (KOH-DAH) Not Kamigawa's only daimyo, but by far its most powerful and well-known personage. His first name is Takeshi.

Kumano (KOO-mah-noh) A master yamabushi of great power. His first name is Junzo.

Kuro (KOO-roh) A greater oni.

Masako (MAH-sah-koh) A stern noblewoman in Konda's court. She is Konda's eyes and ears in Eiganjo Castle.

Meloku (MEHL-oh-koo) The soratami ambassador to the human world, especially to the human students of the arcane at the Minamo School.

Nagao (nah-GAH-oh) A high-ranking samurai champion in the daimyo Konda's service.

Noboru (NOH-boh-roo) A kitemaker who lives in Eigan Town.

O-Kagachi (oh-kah-GAH-chee) The great kami of all things; all kami are in a way part of the O-Kagachi. Its manifest form resembles an unbelievably immense eight-headed serpent.

Oku-Doku (OH-koo-DOH-koo) A goblin shaman.

Ryusei (RYOO-say) The great *ryuu* (divine dragon) of Kamigawa's mountains.

Sachi (SAH-chee) The leader of the orochi shamans; also the daughter of Seshiro, who leads all the orochi colonies.

Seisho (SAY-shoh) The great *ryuu* (divine dragon) of Kamigawa's plains.

Seizan (SAY-zahn) A powerful, evil oni known for its ability to deceive.

Seshiro (SAY-shee-roh) The leader of the orochi colonies.

Shidako (shee-DAH-koh) An orochi matriarch and warrior.

Shimatsu (shee-MAHT-soo) An oni overlord.

Shisato (SHEE-sah-toh) An orochi warrior known for her cunning and ruthlessness.

Sosuke (SOH-soo-kay) The leader of the orochi warriors; also the son of Seshiro.

Takeo (tah-KAY-noh) Konda's top general and the commander of his samurai forces. His first name is Munetsugu.

Tatumasa (taht-soo-MAH-sah) A famous magical katana said to contain a dragon spirit.

Tenza (TEN-zah) Godo's favored weapon—a spiked log on a heavy chain.

Terashi (tay-RAH-shee) The great kami of the sun.

Tobita (TOH-bih-tah) A master jushi who specializes in air magic.

Tok-Tok (TOHK-tohk) An old akki shaman famous for his ability to survive almost anything.

Tomoya (TOH-moh-yah) A jushi who practices prophesying magic.

Towazu (toh-WAH-zoo) The great kami of things unspeakable.

Uyo (OO-yoh) The beautiful, mute prophet of the soratami.

Yamazaki (yah-mah-ZAH-kee) Identical-twin ronin brothers. Both are under Godo's command.

Zo-Zu (ZOH-zoo) An akki warrior with power against magic.



PLACES

Akagi River (ah-KAH-gee) A smaller river near the Kamitaki Falls where a famous battle between humans and kami took place.

Araba (ah-RAH-bah) The barren, ruined expanse within the Towabara Plains. Eiganjo Castle is at the center of the Araba; means “ruined land.”

Boseiju (boh-SAY-joo) The oldest tree on the plane—a huge twisted old cedar. Its name means “she who shelters all.”

Eigan Town (AY-gahn) The human town built around the base of Eiganjo Castle.

Eiganjo Castle (ay-GAHN-joh) The daimyo Konda's stronghold; means “eternal rock.”

Ganzan Pass (GAHN-zahn) A treacherous pass through the Sokenzan Range; means “rock-cut.”

Jukai Forest (JOO-kye) Kamigawa's largest forest; means “sea of trees.”



Kamigawa (kah-mee-GAH-wah) The plane on which this **Magic** block takes place; means "river of the gods" or "spirit river."

Kamitaki Falls (kah-mee-TAH-kee) Kamigawa's largest waterfall, where the Minamo School is situated; means "waterfall of the kami."

Minamo School (mee-NAH-moh) The wizards' school that floats at the base of the Kamitaki Falls; *minamo* means "water's surface."

Numai (NOO-meye) The name of an abandoned human city in ruins in the middle of the swamp; means "swamp home."

Oboro Palace (oh-BOH-roh) The main cloud palace of the soratami; *oboro* means "occluded" or "misty moon."

Okina Temple (oh-KEE-nah) The largest temple in the Jukai Forest; means "shrine to the grandfathers."

Reito (RAY-toh) A decimated, abandoned human city on the Araba where the kami first

attacked the people of the material world; means "ghost city" or "city of spirits."

Shinka Keep (SHIN-kah) An ogre-mage hermitage high in the mountains; *shinka* means "true fire."

Shizo (SHEE-zoh) An ancient battlefield with many corpses mummified in the mud; means "death's storehouse."

Sokenzan Range (soh-KEHN-zahn) Kamigawa's large mountain range; *sokenzan* means "frost-sword."

Takenuma Swamp (tah-kay-NOO-mah) The rotten bamboo swamp of Kamigawa; *takenuma* means "bamboo mire."

Tendo Peaks (TEHN-doh) The impossibly steep, spire-like mountains in the heart of the Sokenzan Range; *tendo* means "heaven's door."

Towabara Plains (toh-wah-BAH-rah) Kamigawa's untouched plains; means "eternal fields."

Untaidake (uhn-teye-DAH-kay) The tallest mountain of the Tendo Peaks; means "cloud keeper."

Yumegawa River (yoo-may-GAH-wah) The largest and longest river on Kamigawa, which contains the great falls; means "river of dreams."

THINGS

akki (AHK-kee) "Little monster." The shelled goblins of Kamigawa.

akuba (ah-KOO-bah) An evil, hag-like spirit-world creature.

bo (BOH) Staff.

budoka (boo-DOH-kah) A monk who studies the martial arts.

bushi (BOO-shee) Warrior.

bushido (boo-SHEE-doh) The way of the warrior. The name of the samurai code.

daimyo (DYE-myoh) A powerful feudal lord.

daisho (DYE-shoh) The pair of swords carried by a samurai. The daisho consists of two swords: the larger sword is a *katana* (kah-TAH-nah) and the smaller one is a *wakizashi* (wah-kee-ZAH-shee).

gohei (GOH-hay) A scepter used by kannushi to call the kami. It consists of a piece of wood with *nusa*—zigzagging strips of paper—attached.

hana (HAHN-ah) Flower.

hankyu (HAHN-kyoo) Longbow.

hatamoto (hah-tah-MOH-toh) A high-ranking samurai who often serves as the personal guard to a daimyo.

honden (HOHN-dehn) The inner part of the shrine to a kami.

imi (IH-mee) Taboo or pollution, or something taboo or polluted.

junkyo (JUNK-yoh) Martyrdom.

jushi (JOO-shee) Wizard.

kabuto (kah-BOO-toh) Helmet.

kaijin (KYE-jihn) A kami of water.

kakuriyo (kah-koo-REE-oh) The spirit world.

kami (KAH-mee) Spirit, god, divinity. The divine essence of a thing. During the period of Kamigawa's history known as the Kami War, these essences manifested in the material world for the first time.

kannushi (kahn-NOO-shee) A druid-like priest who reveres the kami.

kappa (KAHP-pah) A turtle-shelled creature that lives in rivers; kappa are known for their maliciousness.

kashi (KAH-shee) Oak. In Kamigawa, the tribe of orochi dedicated to defending their colonies is known as the Kashi Tribe.

kitsune (KIT-soo-nay) Fox. In Kamigawa, short for *kitsune-bito*, meaning "foxfolk."

kodama (koh-DAH-mah) A tree spirit.

koto (KOH-toh) An ancient stringed instrument.

kumo (KOO-moh) Spider; also cloud.

kusari-gama (koo-SAH-ree-GAH-mah) A scythe-and-chain weapon.

matsu (MAHT-soo) Pine. In Kamigawa, the tribe of orochi archers is known as the Matsu Tribe.

musha (MOO-shah) Another way to say *bushi*.

myojin (MYOH-jihn) "Bright divinity." A kami of great importance.

nezumi (nay-ZOO-mee) Rat. In Kamigawa, short for *nezumi-bito*, meaning "ratfolk."

no-dachi (noh-DAH-chee) A large katana, like a greatsword.

ochimusha (oh-chee-MOO-sha) A dishonored warrior. For example, an outcast samurai.

oni (OH-nee) Demon. An oni is a kind of kami, bloodthirsty and bent on destruction.

orochi (oh-ROH-chee) Serpent. In Kamigawa, short for *orochi-bito*, meaning "snakefolk."

sakura (SAH-koo-rah) Cherry. In Kamigawa, the tribe of orochi shamans is known as the Sakura Tribe.

sanzoku (SAHN-zoh-koo) A mountain bandit or brigand.

sensei (SEHN-say) Master. A term of respect used to refer to a teacher or master.

shaku (SHAH-koo) A smooth, flat, wooden ceremonial scepter of leadership.

soratami (soh-rah-TAH-mee) "Skyfolk." Kamigawa's race of aristocratic cloud-dwellers.

uba (OO-bah) Hag.

utsushiyo (oot-soo-SHEE-oh) The material world.

yamabushi (yah-mah-BOO-shee) "One who lies in mountains." A mountain hermit who practices the ancient shamanic arts.

zubera (ZOO-beh-rah) The faceless kami of a human who has been pulled into the spirit world. Zubera are said to attack solitary travelers in order to steal their faces.



Illustrations by Thomas M. Baxa, Jim Nelson, Dan Scott, Michael Sutfin, and Joel Thomas

Champions of Kamigawa

Card Encyclopedia

The *Champions of Kamigawa* Card Encyclopedia shows the entire *Champions of Kamigawa* card set. To keep track of your cards, just turn to the checklist on page 34.

Akki Avalanchers (1/1)

Creature — Goblin Warrior

Sacrifice a land: Akki Avalanchers gets +2/+0 until end of turn. Play this ability only once each turn.

Among Gudo's herds, "beasts of falling rocks" came to mean "akki live nearby."

Akki Coalfinger (2/2)

Creature — Goblin Shaman

First strike

☞: Attacking creatures gain first strike until end of turn.

No matter where you find them, goblins love rocks.

Akki Lavarunner (1/1)

Haste

Whenever Akki Lavarunner deals damage to an opponent, flip it.

Creature — Goblin Warrior

2/2

Legendary Creature — Goblin Shaman

Tok-Tok, Volcano Born

Akki Rockspeaker (1/1)

Creature — Goblin Shaman

When Akki Rockspeaker comes into play, add ☞ to your mana pool.

The lava-proof shells of akki evolved over centuries, as akki monks almost always got seriously out of hand.

Akki Underminer (1/1)

Creature — Goblin Rogue Shaman

Whenever Akki Underminer deals combat damage to a player, that player sacrifices a permanent.

"Deep inside the Sobezzan Mountains, a band of akki discovered a cache of ancient items of power. Their ensuing spree of destruction became known as "The Three Days of Fun."

—Observations of the Kami War

Ashen-Skin Zubera (1/2)

Creature — Zubera Spirit

When Ashen-Skin Zubera is put into a graveyard from play, target opponent discards a card for each Zubera put into a graveyard from play this turn.

When the Honden of Night's Reach began to crumble, its attendants starved Kamigawa to hauni mortal dreams.

Aura of Dominion

Enchant Creature

♣, Tap an untapped creature you control: Untap enchanted creature.

"Lies and deceit do yield results, but legitimate authority is the ultimate form of control."

—Meloku the Clouded Mirror

Azami, Lady of Scrolls (0/2)

Legendary Creature — Human Wizard

Tap an untapped Wizard you control: Draw a card.

"Choices belong to those with the luxuries of time and distance. We have neither. I recommend we proceed with the plan to destroy all shrines of the kami."

—Lady Azami, letter to Sensei Hisoka

Azusa, Lost but Seeking (1/2)

Legendary Creature — Human Monk

You may play two additional lands on each of your turns.

"I do not miss Jakai Forest. It is not my home. My home is Kamigawa, its people my family. Wherever I set my pack and rest my head, I am home."

Battle-Mad Ronin (1/1)

Creature — Human Samurai

Bashido 2 (When this block or becomes blocked, it gets +2/+2 until end of turn.)

Battle-Mad Ronin attacks each turn if able.

"I fought fiercely, bravely, and without mercy. Had I not struck down try captain in the heat of battle, I might have become a hero instead of an outcast."

Befoul

Sorcery

Destroy target land or nonblack creature. It can't be regenerated.

"When the rampaging kami at Reito had crushed the opposing militia, swarms of minor kami swept over the battlefield to consume all that remained."

—Great Battles of Kamigawa

Ben-Ben, Akki Hermit (1/1)

Legendary Creature — Goblin Shaman

☞: Ben-Ben, Akki Hermit deals damage to target attacking creature equal to the number of untapped Mountains you control.

Some akki thought of Ben-Ben as a kami of trickery in dispute. They hunted for him in the maze of warrens, often falling prey to his traps.

Blessed Breath

Instant — Arcane

Target creature you control gains protection from the color of your choice until end of turn.

Splice onto Arcane ☞ (As you play an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)

Blind with Anger

Instant — Arcane

Untap target nongolden creature and gain control of it until end of turn. That creature gains haste until end of turn.

"I can post only the most honorable and strong-willed samurai to defend your stronghold. I have seen what can happen to lesser men."

—General Takeno, letter to Lord Konda

Blood Rites 3

Enchantment

1: Sacrifice a creature: Blood Rites deals 2 damage to target creature or player.

"The threat of the kami was made worse by the blood rituals of the ogres, who find terrifying on to render Kamigawa unhindered."
—Observations of the Kami War

Paulo Parente

Blood Speaker 3

Creature — Ogre Shaman

At the beginning of your upkeep, you may sacrifice Blood Speaker. If you do, search your library for a Demon card, reveal that card, and put it into your hand. Then shuffle your library.

Whenever a Demon comes into play under your control, return Blood Speaker from your graveyard to your hand.

Adrian Rex

3/2

Bloodthirsty Ogre 2

Creature — Ogre Warrior Shaman

Put a devotion counter on Bloodthirsty Ogre.

Target creature gets -X/-X until end of turn, where X is the number of devotion counters on Bloodthirsty Ogre. Play this ability only if you control a Demon.

Thomas H. West

3/1

Boseiju, Who Shelters All

Legendary Land

Boseiju, Who Shelters All comes into play tapped.

Pay 2 life: Add 1 to your mana pool. If that mana is spent on an instant or sorcery spell, that spell can't be countered by spells or abilities.

Ralph Horsfield

Brothers Yamazaki 2

Legendary Creature — Human Samurai

Bushido 1 (When this blocks or becomes blocked, it gets +1/+1 until end of turn.)

If there are exactly two permanents named Brothers Yamazaki in play, the "legend rule" doesn't apply to them.

Each other creature named Brothers Yamazaki gets +2/+2 and has haste.

Sam Speiser

2/1

Brothers Yamazaki 2

Legendary Creature — Human Samurai

Bushido 1 (When this blocks or becomes blocked, it gets +1/+1 until end of turn.)

If there are exactly two permanents named Brothers Yamazaki in play, the "legend rule" doesn't apply to them.

Each other creature named Brothers Yamazaki gets +2/+2 and has haste.

Sam Speiser

2/1

Brutal Deceiver 2

Creature — Spirit

1: Look at the top card of your library.

2: Reveal the top card of your library. If it's a land, Brutal Deceiver gets +1/+0 and gains first strike until end of turn. Play this ability only once each turn.

Jon Foster

2/2

Budoka Gardener

You may put a land card from your hand into play. If you control ten or more lands, flip Budoka Gardener.

Creature — Human Monk 2/1

Legendary Creature — Human Monk 3/3

Put an X green Elemental creature token into play, where X is the number of lands you control.

Put an X green Elemental creature token into play, where X is the number of lands you control.

Dokai, Weaver of Life

Key Walker

Burr Grafter 3

Creature — Spirit

Sacrifice Burr Grafter: Target creature gets +2/+2 until end of turn.

Soulshift 3 (When this is put into a graveyard from play, you may return target Spirit card with converted mana cost 3 or less from your graveyard to your hand.)

Heather Hudson

2/2

Bushi Tenderfoot

When a creature dealt damage by Bushi Tenderfoot this turn is put into a graveyard, flip Bushi Tenderfoot.

Creature — Human Soldier 1/1

Legendary Creature — Human Samurai 3/4

Kenzo the Harthearted

Mark Zug

Cage of Hands 2

Enchant Creature

Enchanted creature can't attack or block.

Return Cage of Hands to its owner's hand.

Our own actions built the prisons that now hold us. Our hands reached too far and tried to hold too much.
—Doan the Falling Leaf

Mark Tedin

Call to Glory

Instant

Untap all creatures you control. Samurai you control get +1/+1 until end of turn.

General Takewo glared at us as if we were the enemy. 'The day is not over yet,' he shouted, 'and unless you have a nezumi's heart, you will stand and fight!'
—Battle of Asagi River: A Survivor's Tale

Wayne Reynolds

Callous Deceiver 2

Creature — Spirit

1: Look at the top card of your library.

2: Reveal the top card of your library. If it's a land, Callous Deceiver gets +1/+0 and gains flying until end of turn. Play this ability only once each turn.

Kensuke Okabayashi

1/3

Candles' Glow

Instant — Arcane

Prevent the next 3 damage that would be dealt to target creature or player this turn. You gain 1 life for each damage prevented this way.

Splice onto Arcane (As you play an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)

Alan Pollack

Cleanfall 2

Sorcery — Arcane

Destroy all enchantments.

During the war, the rites of purification were still effective, but the kami, not the humans, chose what to cleanse.

Daren Rader

Cloudcrest Lake

Land

Add 1 to your mana pool.

Add * or ♦ to your mana pool. Cloudcrest Lake doesn't untap during your next untap step.

Ralph Horsfield

Commune with Nature

Sorcery

Look at the top five cards of your library. You may reveal a creature card from among them and put it into your hand. Put the rest on the bottom of your library in any order.

—Edward P. Beard, Jr.

Consuming Vortex

Instant — Arcane

Return target creature to its owner's hand.

Splice onto Arcane (As you play an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)

—Pete Ventres

Counsel of the Soratami

Sorcery

Draw two cards.

"Wisdom is not the counting of all the drops in a waterfall. Wisdom is learning why the water seeks the earth."

—Randy Gallegos

Cranial Extraction

Sorcery — Arcane

Name a nonland card. Search target player's graveyard, hand, and library for all cards with that name and remove them from the game. Then that player shuffles his or her library.

—Derek Rupp

Cruel Deceiver

Creature — Spirit

1: Look at the top card of your library.
2: Reveal the top card of your library. If it's a land, Cruel Deceiver gains "Whenever Cruel Deceiver deals damage to a creature, destroy that creature" until end of turn. Play this ability only once each turn.

2/1

—Mehrad

Crushing Pain

Instant — Arcane

Crushing Pain deals 6 damage to target creature that was dealt damage this turn.

It is said that the mere touch of a kami is like embracing the sun itself.

—Carl Critchlow

Cursed Ronin

Creature — Human Samurai

Bushido 1 (When this blocks or becomes blocked, it gets +1/+1 until end of turn.)
● Cursed Ronin gets +1/+1 until end of turn.

"You are fortunate, my enemy. You have paid the price but once. I never stop paying."

—Carl Critchlow

Cut the Tethers

Sorcery

For each Spirit, return it to its owner's hand unless that player pays 3.

"You cannot bar the path of gods. You can only divert their journey for a while."
—Sensei Hisoka

—Ron Spears

Dampen Thought

Instant — Arcane

Target player puts the top four cards of his or her library into his or her graveyard.

Splice onto Arcane (As you play an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)

—Azer Svedler

Dance of Shadows

Sorcery — Arcane

Creatures you control get +1/+0 and gain fear until end of turn.

"Only one man survived, barely sane. He got out two words before collapsing: shadows' shadows."

—Clayton

Deathcurse Ogre

Creature — Ogre Warrior

When Deathcurse Ogre is put into a graveyard from play, each player loses 3 life.

After their worship of oni began, only a few of Kamigawa's ogres remained in the bitter cold of the Tendo Peaks. Most were drawn to the darkness of Takenuma.

—Mark Rubin

Desperate Ritual

Instant — Arcane

Add to your mana pool.

Splice onto Arcane (As you play an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)

—Darrell Korte

Devoted Retainer

Creature — Human Samurai

Bushido 1 (When this blocks or becomes blocked, it gets +1/+1 until end of turn.)

Deep within Eiganjo Castle lay the Palace of Infinite Halls, a seemingly endless network of corridors once guarded by a seemingly endless legion of samurai.

—Greg Hildebrandt

Devouring Greed

Sorcery — Arcane

As an additional cost to play Devouring Greed, you may sacrifice any number of Spirits.

Target player loses 2 life plus 2 life for each Spirit sacrificed this way. You gain that much life.

—Vance Avivas

Devouring Rage

Instant — Arcane

As an additional cost to play Devouring Rage, you may sacrifice any number of Spirits.

Target creature gets +3/+0 until end of turn. For each Spirit sacrificed this way, that creature gets an additional +3/+0 until end of turn.

—Vance Avivas

Distress

Sorcery

Target player reveals his or her hand. You choose a nonland card from it. That player discards that card.

"Today I asked Master Dosan what the ogre magics did with the humans they sacrificed. He gave me a hard look and said to think no more on the matter."
—Meditation journal of young budoka

—Michael Sutfin



Forest

Basic Land — Forest

Forest

Basic Land — Forest

Frostwielder 2

Creature — Human Shaman

☞: Frostwielder deals 1 damage to target creature or player.
If a creature dealt damage by Frostwielder this turn would be put into a graveyard, remove it from the game instead.

—Christopher Moeller

1/2

Gale Force

Sorcery

Gale Force deals 5 damage to each creature with flying.

Everything the kami had done, they did with more force. Gentle breezes became typhoons, rolling rivers turned to crashing rapids, and gentle growth became overnight masses of thorns and vines.

—Lary Grant West

General's Kabuto 4

Artifact — Equipment

Equipped creature can't be the target of spells or abilities.
Prevent all combat damage that would be dealt to equipped creature.
Equip 2 (2: Attach to target creature you control. Equip only as a sorcery.)

—Lutz Herlitz

Ghostly Prison 2

Enchantment

Creatures can't attack you unless their controller pays 2 for each creature attacking you. (This cost is paid as attackers are declared.)

Destroyed in one of the first battles of the KamiWar, the town of Reito still grieves.

—Lary Grant West

Gibbering Kami 3

Creature — Spirit

Flying
Soulshift 3 (When this is put into a graveyard from play, you may return target Spirit card with converted mana cost 3 or less from your graveyard to your hand.)

—Lutz Herlitz

2/2

Gifts Ungiven 3

Instant

Search your library for four cards with different names and reveal them. Target opponent chooses two of those cards. Put the chosen cards into your graveyard and the rest into your hand. Then shuffle your library.

—D. Alexander Gregory

Glacial Ray 1

Instant — Arcane

Glacial Ray deals 2 damage to target creature or player.
Splice onto Arcane 1 (As you play an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)

—Jim Murray

Glimpse of Nature

Sorcery

Whenever you play a creature spell this turn, draw a card.

Doan sat in repose for many hours. He made no motion, no sound at all. And as he sat, nature revealed itself to him.

—Shinshizuru

Godo, Bandit Warlord 5

Legendary Creature — Human Barbarian

When Godo, Bandit Warlord comes into play, you may search your library for an Equipment card and put it into play. If you do, shuffle your library.
Whenever Godo attacks for the first time each turn, untap it and all Samurai you control. After this phase, you get an additional combat phase.

—Paolo Faverre

3/3

Graceful Adept 2

Creature — Human Wizard

You have no maximum hand size.

"When you have mastered my lessons, it will seem as though the whole of the world has opened up to your mind and nothing is beyond your grasp."
—Lady Azami

—Scott M. Fischer

1/3

Guardian of Solitude 1

Creature — Spirit

Whenever you play a Spirit or Arcane spell, target creature gains flying until end of turn.

"It seemed an easy thing, to step into the nothingness, to fall, to die. But then, for an instant, I saw it, eyes filled with endless sorrow, and I turned back to face my pain."
—Snow-Fur, kitsune poet

—Stephen Tappin

1/2

Gutwrencher Oni 3

Creature — Demon Spirit

Trample
At the beginning of your upkeep, discard a card if you don't control an Ogre.

"Blood drips. Blood sings. Blood devours all and only blood remains."
—Ogre chant

—Michael Tubb

5/4

Hair-Strung Koto 6

Artifact

Tap an untapped creature you control: Target player puts the top card of his or her library into his or her graveyard.

"The KamiWar drove many members of Konda's court insane. As their spiritual world turned against them, so too did their minds turn from reality."
—The History of Kamigawa

—Rebecca Gray

Hall of the Bandit Lord

Legendary Land

Hall of the Bandit Lord comes into play tapped.

☞, Pay 3 life: Add 1 to your mana pool. If that mana is spent on a creature spell, that creature has haste.

Hana Kami 1 2

Creature — Spirit Y

1 ♣, Sacrifice Hana Kami: Return target Arcane card from your graveyard to your hand.
It grew in lands lit by pride and watered by tears.

— Rebecca Guay
1/1

Hanabi Blast 1 2

Instant Y

Hanabi Blast deals 2 damage to target creature or player. Return Hanabi Blast to its owner's hand, then discard a card at random.
The most powerful of akki fire spells were developed at the cost of blood, toil, tears, sweat, and usually a nose or two.

— Paolo Pireate

Hankyu 1 2

Artifact — Equipment Y

Equipped creature has "e: Put an aim counter on Hankyu" and "e: Remove all aim counters from Hankyu: This creature deals damage to target creature or player equal to the number of aim counters removed."
Equip 4 (4: Attach to target creature you control. Equip only as a sorcery.)

— Greg Thompson

Harsh Deceiver 3 3

Creature — Spirit Y

1: Look at the top card of your library.
2: Reveal the top card of your library. If it's a land, untap Harsh Deceiver and it gets +1/+1 until end of turn. Play this ability only once each turn.

— Heather Hudson
1/4

He Who Hungers 4 3

Legendary Creature — Spirit Y

Flying
1, Sacrifice a Spirit: Target opponent reveals his or her hand. Choose a card from it. That player discards that card. Play this ability only any time you could play a sorcery.
Soulshift 4

— Rebecca Guay
3/2

Heartbeat of Spring 2 2

Enchantment Y

Whenever a player taps a land for mana, that player adds one mana of that type to his or her mana pool.
"It is true that we monks hold the key to paradise, but most don't understand that the paradise we guard is the one within."
— Diary of Azusa

— Rob Alexander

Hearth Kami 1 2

Creature — Spirit Y

X, Sacrifice Hearth Kami: Destroy target artifact with converted mana cost X.
"Every treachery, great or small, begets a spirit that rages at the injustice. Given the opportunity, each will return that treachery to its owner's hand."
— Sensei Hisoka

— Luca Zottini
2/1

Hideous Laughter 2 3

Instant — Arcane Y

All creatures get -2/-2 until end of turn. Splice onto Arcane 3 (As you play an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)

— Greg Hildebrandt

Hikari, Twilight Guardian 3 3

Legendary Creature — Spirit Y

Flying
Whenever you play a Spirit or Arcane spell, you may remove Hikari, Twilight Guardian from the game. If you do, return it to play under its owner's control at end of turn.

— Glenn Angus
4/4

Hinder 1 2

Instant Y

Counter target spell. If it's countered this way, put that card on the top or bottom of its owner's library instead of that player's graveyard.
"Do not react to force in kind. Turn it aside. Direct it to where it can do no harm."
— Meloku the Clouded Mirror

— Wayne Reynolds

Hisoka, Minamo Sensei 2 2

Legendary Creature — Human Wizard Y

2 ♣, Discard a card: Counter target spell if it has the same converted mana cost as the discarded card.
"By all rights we should have perished in the Kami War. Our perseverance is a tribute to mortal ingenuity. And perhaps a few forgotten secrets found in the nick of time."

— Donato Giancola
1/3

Hisoka's Defiance 1 2

Instant Y

Counter target Spirit or Arcane spell.
"With every passing day, the kami shape our world to suit their will. I, for one, would not see them succeed."

— Greg Hildebrandt

Hisoka's Guard 1 2

Creature — Human Wizard Y

You may choose not to untap Hisoka's Guard during your untap step.
1 ♣, ♠: As long as Hisoka's Guard remains tapped, target creature you control other than Hisoka's Guard can't be the target of spells or abilities.

— Wayne England
1/1

Hold the Line 1 2

Instant Y

Blocking creatures get +7/+7 until end of turn.
"Forgive me, Master Kami, but in the interest of my people I must halt your advance."

— Ron Spears

Honden of Cleansing Fire 3 3

Legendary Enchantment — Shrine Y

At the beginning of your upkeep, you gain 2 life for each Shrine you control.
To the sorrow of all, its fire was turned toward those who worshipped it.

— Greg Staples

Honden of Infinite Rage 2 3

Legendary Enchantment — Shrine Y

At the beginning of your upkeep, Honden of Infinite Rage deals damage to target creature or player equal to the number of Shrines you control.
To the sorrow of all, its rage became focused on those who once stoked it.

— John Avon



A HEROIC TALE

Not all the mechanics you see in a **Magic** set start out the way they appear on cards. One such example is the “heroes” from the *Champions of Kamigawa* set.

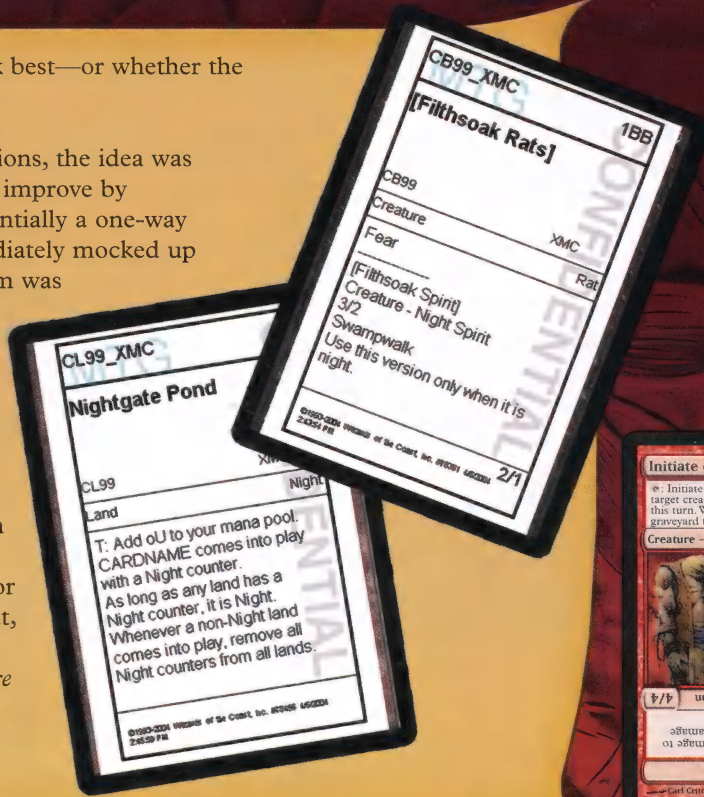
Early in design, one designer pitched an idea for a mechanic called “Night/Day”: Some creatures would have two forms on the same card. They’d each start out in their normal “Day” form, and then when a certain condition was met, they’d switch into their “Night” form.

The first version of this mechanic had all Night/Day creatures change until end of turn if any player discarded a land. Other memorable attempts included a model where *playing* lands switched the entire game into day or night, and a model where each creature had a different condition that swapped it back and forth. After playtesting all the different submissions, the design team decided that Night/Day was too complicated to manage. However, the potential of having creatures change form based on the game state still held great appeal. R&D debated over

which “toggle” would work best—or whether the mechanic would work at all.

After a few brainstorming sessions, the idea was suggested that creatures could improve by performing certain tasks—essentially a one-way switch. New cards were immediately mocked up and tested, and the design team was very happy with the results. Heroes are the elegant end product of hours of R&D toil.

The question of what the flavor for these “flippers” should be still remained. When the idea for the flip creatures was presented to **Magic** creator Richard Garfield, he noted that, “It would be wonderful if you could have the creatures *acquire* legendary status.” Everyone agreed, and thus heroes were born.



Joyous Respite 3

Sorcery — Arcane

You gain 1 life for each land you control.

"I have been gifted by the kami with long life. So far, they have not seen fit to withdraw their gift. There may yet be a way to stop the killing without more blood, human or kami, being spilled."
—Dasan the Falling Leaf

—Rebecca Gray

Jugan, the Rising Star 3

Legendary Creature — Dragon Spirit

Flying

When Jugan, the Rising Star is put into a graveyard from play, you may distribute five +1/+1 counters among any number of target creatures.

—Shibuharu

5/5

Jukai Messenger

Creature — Human Monk

Forestwalk

Dasan's monks, deep in spiritual thought, could walk through the thickest of forests without leaving a mark, even the leaves beneath their feet unaffected by their passing.

—Terese Nielsen

1/1

Junkyo Bell 4

Artifact

At the beginning of your upkeep, you may have target creature you control get +X/+X until end of turn, where X is the number of creatures you control. If you do, sacrifice that creature at end of turn.

—Keisuke Okabayashi

Jushi Apprentice

Creature — Human Wizard

1/2

2/3

Legendary Creature — Human Wizard

Tomoya the Revealer

Whenever you play a Spirit or Arcane spell, target creature can't block this turn.

"I can hear the shamans chanting in the hills. They say their magic will protect us from the kami, that our god has bought our safety. But no one sleeps soundly tonight."
—Scroll fragment from the ruins of Reio

—Dave Dorman

2/3

Kabuto Moth

Creature — Spirit

Flying

* Target creature gets +1/+2 until end of turn.

"Many great warriors died in the first days of the war, as the spirits of their weaponry turned against them with terrifying rage."
—Observations of the Kami War

—Tomas Giorello

1/2

Kami of Ancient Law

Creature — Spirit

Sacrifice Kami of Ancient Law: Destroy target enchantment.

"Duty and law are the foundation on which civilization stands. They must not fail, for when they do, they take everything with them."
—Lord Konda

—Mark Tedin

2/2

Kami of Fire's Roar 3

Creature — Spirit

Whenever you play a Spirit or Arcane spell, target creature can't block this turn.

"I can hear the shamans chanting in the hills. They say their magic will protect us from the kami, that our god has bought our safety. But no one sleeps soundly tonight."
—Scroll fragment from the ruins of Reio

—Dave Dorman

2/3

Kami of Lunacy

Creature — Spirit

Flying

Soulshift 5 (When this is put into a graveyard from play, you may return target Spirit card with converted mana cost 5 or less from your graveyard to your hand.)

—Dustin Babin

4/1

Kami of Old Stone 3

Creature — Spirit

"There was a wall here. Now it is dust. A tower rose here. Now it is fallen. An army fought here. Now it is dead. A spirit was here. It is all that remains."
—Stone-Fur, kintsune poet

—Stephen Tappin

1/7

Kami of the Hunt

Creature — Spirit

Whenever you play a Spirit or Arcane spell, Kami of the Hunt gets +1/+1 until end of turn.

"Don't worry, Jiro. The kami would never attack us this close to home. . . . Jim?"
—Hoto, temple guardian, last words

—Alex Horley-Orlandelli

2/2

Kami of the Painted Road

Creature — Spirit

Whenever you play a Spirit or Arcane spell, Kami of the Painted Road gains protection from the color of your choice until end of turn.

In ancient times, precepts of kami law were inscribed onto bridges as a gesture of respect. During the war, humans regarded them as warnings of where not to travel.

—Ron Spencer

3/3

Kami of the Palace Fields

Creature — Spirit

Flying, first strike

Soulshift 5 (When this is put into a graveyard from play, you may return target Spirit card with converted mana cost 5 or less from your graveyard to your hand.)

—Matt Cavotta

3/2

Kami of the Waning Moon

Creature — Spirit

Flying

Whenever you play a Spirit or Arcane spell, target creature gains fear until end of turn.

"For a moment, Reio's defenders regrouped. Then scolding kami appeared to send them scattering like flocks of frightened birds."
—Great Battles of Kamigawa

—Mark Tedin

1/1

Kami of Twisted Reflection

Creature — Spirit

Sacrifice Kami of Twisted Reflection: Return target creature you control to its owner's hand.

Its form reflected humanity as it stood during the Kami War: disjointed, confused, and incomplete.

—Mark Tedin

2/2

Kashi-Tribe Reaver 3

Creature — Snake Warrior

Whenever Kashi-Tribe Reaver deals combat damage to a creature, tap that creature and it doesn't untap during its controller's next untap step.

1 ♣: Regenerate Kashi-Tribe Reaver.

—Anthony S. Waters

3/2

Kashi-Tribe Warriors 3

Creature — Snake Warrior

Whenever Kashi-Tribe Warriors deals combat damage to a creature, tap that creature and it doesn't untap during its controller's next untap step.

The orochi and the monks had always had an unspoken agreement: live and let live. But when the kami began vanishing, some warrior youths began questioning that agreement.

—Stephen Tappon

2/4

Keiga, the Tide Star 5

Legendary Creature — Dragon Spirit

Flying

When Keiga, the Tide Star is put into a graveyard from play, gain control of target creature.

—Hakubi

5/5

Kiki-Jiki, Mirror Breaker 2

Legendary Creature — Goblin Shaman

Haste

Put a creature token into play that's a copy of target nonlegendary creature you control. That creature token has haste. Sacrifice it at end of turn.

—Pete Venters

2/2

Kiku, Night's Flower 3

Legendary Creature — Human Assassin

2

Target creature deals damage to itself equal to its power.

"A wanderer has told me of an assassin in the Takemuna Swamp who uses her dark arts to animate her enemies' shadows against them. A wild tale, but it explains much."

—Diary of Azusa

—Jim Murray

1/1

Kitsune Blademaster 2

Creature — Fox Samurai

First strike

Bushido 1 (When this blocks or becomes blocked, it gets +1/+1 until end of turn.)

These kitsune trained in the blade preferred to fight with a blade-catching jitte in the off hand, buying them just enough time to deliver the first deadly cut.

—Keith Galletto

2/2

Kitsune Diviner 3

Creature — Fox Cleric

Tap target Spirit.

She who once led prayers honoring the kami adapted to use her influence to stay them.

—Pete Venters

0/1

Kitsune Healer 3

Creature — Fox Cleric

Prevent the next 1 damage that would be dealt to target creature or player this turn.

Prevent all damage that would be dealt to target legendary creature this turn.

—Michael Sutfin

2/2

Kitsune Mystic 3

At end of turn, if Kitsune Mystic is enchanted by two or more enchantments, flip it.

Creature — Fox Wizard

2/3

Autumn-Tail, Kitsune Sage

—Jim Murray

4/5

Kitsune Riftwalker 3

Creature — Fox Wizard

Protection from Spirits and from Arcane

The wake of his passage showed aside the influence of the kami.

—Pete Venters

2/1

Kodama of the North Tree 2

Legendary Creature — Spirit

Trample

Kodama of the North Tree can't be the target of spells or abilities.

"The monks of the North Tree rarely saw their kodama until the Kami War, when it roared like a lumbering, angry bear."

"Poem of the Five Trees"

—Shinsharu

6/4

Kodama of the South Tree 2

Legendary Creature — Spirit

Whenever you play a Spirit or Arcane spell, each other creature you control gets +1/+1 and gains trample until end of turn.

"The monks of the South Tree had always reviled beneath their kodama's friendly gaze. During the Kami War, this gaze became fierce and full of hate."

"Poem of the Five Trees"

—Sean Sperry

4/4

Kodama's Might 3

Instant — Arcane

Target creature gets +2/+2 until end of turn.

Splice onto Arcane (As you play an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)

—Tanner Nielsen

1

Kodama's Reach 2

Sorcery — Arcane

Search your library for two basic land cards, reveal those cards, and put one into play tapped and the other into your hand. Then shuffle your library.

"The land greets only where the kami will it."

—Desan the Fading Leaf

—Heather Hudson

1

Kokusho, the Evening Star 4

Legendary Creature — Dragon Spirit

Flying

When Kokusho, the Evening Star is put into a graveyard from play, each opponent loses 5 life. You gain life equal to the life lost this way.

—Tajiri Kabe

5/5

Konda, Lord of Eiganjo 5

Legendary Creature — Human Samurai

Vigilance (Attacking doesn't cause this creature to tap.)

Bushido 5 (When this blocks or becomes blocked, it gets +5/+5 until end of turn.)

Konda, Lord of Eiganjo is indestructible.

—John Bolton

3/3

Konda's Banner 2

Legendary Artifact — Equipment

Konda's Banner can be attached only to a legendary creature.

Creatures that share a color with equipped creature get +1/+1.

Creatures that share a creature type with equipped creature get +1/+1.

Equip 2

—Dajuro Giancola

1

Konda's Hatamoto 1



Creature — Human Samurai

Bushido 1 (When this blocks or becomes blocked, it gets +1/+1 until end of turn.)
As long as you control a legendary Samurai, Konda's Hatamoto gets +1/+2 and has vigilance. (Attacking doesn't cause this creature to tap.)

1/2

—Lary Grant-West

Kumano, Master Yamabushi 3



Legendary Creature — Human Shaman

1 Kumano, Master Yamabushi deals 1 damage to target creature or player.
If a creature dealt damage by Kumano this turn would be put into a graveyard, remove it from the game instead.

4/4

—Adam Rex

Kumano's Pupils 4



Creature — Human Shaman

If a creature dealt damage by Kumano's Pupils this turn would be put into a graveyard, remove it from the game instead.
"Long before he reluctantly joined the war, stories spread of Kumano's followers winning victories against the kami."
—Observations of the Kami War

3/3

—Greg Hildebrandt

Kuro, Pitlord 6



Legendary Creature — Demon Spirit

At the beginning of your upkeep, sacrifice Kuro, Pitlord unless you pay . . .
Pay 1 life: Target creature gets -1/-1 until end of turn.

9/9

—Doug Foy

Kusari-Gama 3



Artifact — Equipment

Equipped creature has "2: This creature gets +1/+0 until end of turn."
Whenever equipped creature deals damage to a blocking creature, Kusari-Gama deals that much damage to each other creature defending player controls.
Equip 3 (3: Attach to target creature you control. Equip only as a sorcery.)

—Tomas Lorenz

Lantern Kami



Creature — Spirit

Flying

"Snuffing the light of a lantern without saying a small prayer is bad luck. Though its flame can only sing, its soul can repeatedly visit misery on one's house."
—Teachings of Eight-and-a-Half-Tails

1/1

—John Avon

Lantern-Lit Graveyard



Land

c: Add 1 to your mana pool.
c: Add or to your mana pool.
Lantern-Lit Graveyard doesn't untap during your next untap step.

Lava Spike



Sorcery — Arcane

Lava Spike deals 3 damage to target player.
Some kami attacks during the war were rife with trickery, subterfuge, and subtility, draining hope and pride from the mortal world. Other attacks were a lot more straightforward.

—Mark Tedin

Lifted by Clouds 2



Instant — Arcane

Target creature gains flying until end of turn.
Splice onto Arcane 1 (As you play an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)

—Darell Rice

Long-Forgotten Gohel 3



Artifact

Arcane spells you play cost 1 less to play.
Spirits you control get +1/+1.
Long ago, the priests would wase the gohei to call down the gods. Now it lies forgotten, but the spirits still feel its pull.

—Alec Pollack

Lure 1



Enchant Creature

All creatures able to block enchanted creature do so.
Jukai Forest was known for its secrets, which drew in many wayfarers and wizards. But it was those same secrets that kept most of those seekers from ever being heard from again.

—D. Alexander Gregory

Mana Seism 1



Sorcery

Sacrifice any number of lands. Add 1 to your mana pool for each land sacrificed this way.
"It is the nature of humanity not to worry about tomorrow, especially when there's a good chance they won't live to see the end of today."
—Kiku, Night's Flower

—Edward P. Beard, Jr.

Marrow-Gnawer 3



Legendary Creature — Rat Rogue

All Rats have fear.
c: Sacrifice a Rat: Put X 1/1 black Rat creature tokens into play, where X is the number of Rats you control.
Marrow-Gnawer united three nezumi gangs when he slew their leaders in a single night. Now they call him their first lord.

2/3

—Wayne Reynolds

Masako the Humorless 2



Legendary Creature — Human Advisor

You may play Masako the Humorless any time you could play an instant.
Tapped creatures you control may block as though they were untapped.
Konda's servants dared not neglect their duties for a moment under Masako's icy gaze, knowing that what she saw, Lord Konda would hear.

2/1

—Ben Thompson

Matsu-Tribe Decoy 2



Creature — Snake Warrior

2: Target creature blocks Matsu-Tribe Decoy this turn if able.
Whenever Matsu-Tribe Decoy deals combat damage to a creature, tap that creature and it doesn't untap during its controller's next untap step.

1/3

—Alan Pollack

Meloku the Clouded Mirror 4



Legendary Creature — Moonfolk Wizard

Flying
1: Return a land you control to its owner's hand: Put a 1/1 blue Illusion creature token with flying into play.
He loved his cities in the clouds. When he traveled to the lands below, he brought many reminders of his home.

2/4

—Scott M. Fischer

Midnight Covenant

Enchant Creature

Enchanted creature has “: This creature gets +1/+1 until end of turn.”

“Not all mortals fought the kami. The ogres revered the oni, while some humans made pacts based upon empty promises.”
—The History of Kamigawa

Minamo, School at Water's Edge

Legendary Land

: Add to your mana pool.

: Untap target legendary permanent.

In students graduate the school and enter history.

Mindblaze

Sorcery

Name a nonland card and choose a number greater than 0. Target player reveals his or her library. If that library contains exactly the chosen number of the named card, Mindblaze deals 8 damage to that player. Then that player shuffles his or her library.

John Avon

Moonring Mirror

Artifact

Whenever you draw a card, remove the top card of your library from the game face down.

At the beginning of your upkeep, you may remove your hand from the game face down. If you do, put into your hand all other cards you own removed from the game with Moonring Mirror.

Christopher Rush

Moss Kami

Creature — Spirit

Trample

Kami manifest in the form of whatever they embody in the physical plane. Some toser in the shape of moss or bark, while others take forms beyond mortal imagining.

Hugh Jamieson

Mothrider Samurai

Creature — Human Samurai

Flying

Bushido 1 (When this blocks or becomes blocked, it gets +1/+1 until end of turn.)

When the night blossoms open, the wings of Eiganjo take flight.

Mark Zug

Mountain

Basic Land — Mountain

Mountain

Basic Land — Mountain

Mountain

Basic Land — Mountain

Mountain

Basic Land — Mountain

Myojin of Cleansing Fire

Legendary Creature — Spirit

Myojin of Cleansing Fire comes into play with a divinity counter on it if you played it from your hand.

Myojin of Cleansing Fire is indestructible as long as it has a divinity counter on it.

Remove a divinity counter from Myojin of Cleansing Fire: Destroy each other creature.

Key Walker

Myojin of Infinite Rage

Legendary Creature — Spirit

Myojin of Infinite Rage comes into play with a divinity counter on it if you played it from your hand.

Myojin of Infinite Rage is indestructible as long as it has a divinity counter on it.

Remove a divinity counter from Myojin of Infinite Rage: Destroy all lands.

Key Walker

Myojin of Life's Web

Legendary Creature — Spirit

Myojin of Life's Web comes into play with a divinity counter on it if you played it from your hand.

Myojin of Life's Web is indestructible as long as it has a divinity counter on it.

Remove a divinity counter from Myojin of Life's Web: Put any number of creature cards from your hand into play.

Key Walker

Myojin of Night's Reach

Legendary Creature — Spirit

Myojin of Night's Reach comes into play with a divinity counter on it if you played it from your hand.

Myojin of Night's Reach is indestructible as long as it has a divinity counter on it.

Remove a divinity counter from Myojin of Night's Reach: Each opponent discards his or her hand.

Key Walker

Myojin of Seeing Winds

Legendary Creature — Spirit

Myojin of Seeing Winds comes into play with a divinity counter on it if you played it from your hand.

Myojin of Seeing Winds is indestructible as long as it has a divinity counter on it.

Remove a divinity counter from Myojin of Seeing Winds: Draw a card for each permanent you control.

Key Walker

Mystic Restraints

Enchant Creature

You may play Mystic Restraints any time you could play an instant.

When Mystic Restraints comes into play, tap enchanted creature.

Enchanted creature doesn't untap during its controller's untap step.

Christopher Rush

Nagao, Bound by Honor 3

Legendary Creature — Human Samurai

Bushido 1 (When this blocks or becomes blocked, it gets +1/+1 until end of turn.)

Whenever Nagao, Bound by Honor attacks, Samurai you control get +1/+1 until end of turn.

—Dave Dorman

3/3

Nature's Will 2

Enchantment

Whenever one or more creatures you control deal combat damage to a player, tap all lands that player controls and untap all lands you control.

"Without the kami to speak to nature on our behalf, we must beg help from nature directly."
—Seihiro the Anointed

—Mark Donner

1/1

Nezumi Bone-Reader 1

Creature — Rat Shaman

☠, Sacrifice a creature: Target player discards a card. Play this ability only any time you could play a sorcery.

Four generations ago, old Split-Tail stole a bundle of scrolls from the Minamo School. Soon after, the first nezumi shamans were born.

—Dan Sott

1/1

Nezumi Cutthroat 1

Creature — Rat Warrior

Fear

Nezumi Cutthroat can't block.

"These nezumi, they disgust me. The things they will do for money no other thinking creature would consider. This, of course, makes them useful beyond words."
—Moloku the Clouded Mirror

—Dan Sott

2/1

Nezumi Graverobber 1

Creature — Rat Rogue

☠: Remove target card in an opponent's graveyard from the game. If no cards are in that graveyard, flip Nezumi Graverobber.

—John Tynes

2/1

Nezumi Ronin 2

Creature — Rat Samurai

Bushido 1 (When this blocks or becomes blocked, it gets +1/+1 until end of turn.)

"Some nezumi became as skilled in the samurai arts as the humans and kitsune. Yet no lord would have them, so they sold their swords to the highest bidder."
—The History of Kamigawa

—Scott M. Timmer

3/1

Nezumi Shortfang 1

Creature — Rat Rogue

☠, ☠: Target opponent discards a card. Then if that player has no cards in hand, flip Nezumi Shortfang.

At the beginning of each opponent's upkeep, that player loses 1 life for each card fewer than three in his or her hand.

Stabwisher the Odious

—Dagfinn Rudi

1/1

Night Dealings 2

Enchantment

Whenever a source you control deals damage to another player, put that many theft counters on Night Dealings.

☠, ☠, ☠: Remove X theft counters from Night Dealings. Search your library for a nonland card with converted mana cost X, reveal it, and put it into your hand. Then shuffle your library.

—Harrell Burd

Night of Souls' Betrayal 2

Legendary Enchantment

All creatures get -1/-1.

"How can we wage war against ourselves? What happens when the kami of our very souls rise against us? I answer simply: We cannot. We die. There can be no victory in this war."
—Sensei Hisoka, letter to Lord Konda

—Greg Staples

Nine-Ringed Bo 3

Artifact

☠: Nine-Ringed Bo deals 1 damage to target Spirit. If that creature would be put into a graveyard this turn, remove it from the game instead.

"We received an anonymous letter suggesting that Kianano holds a secret to defeating the kami, but he is nowhere to be found."
—Gensai Takeno, letter to Lord Konda

—Ralph Horsley

No-Dachi 2

Artifact — Equipment

Equipped creature gets +2/+0 and has first strike.

Equip 3 (☠: Attach to target creature you control. Equip only as a sorcery.)

Not keen-edged enough for cutting armor, the no-dachi slew by folding its victim rapidly and violently under the weight of its impact.

—Christopher Buss

Numai Outcast 3

Creature — Human Samurai

Bushido 2 (When this blocks or becomes blocked, it gets +2/+2 until end of turn.)

☠, Pay 5 life: Regenerate Numai Outcast.

"Retire the blade of dishonor. It kills more silently than war, more quickly than age."
—Sensei Golden-Tail

—Adam Rex

1/1

Oathkeeper, Takeno's Daisho 3

Legendary Artifact — Equipment

Equipped creature gets +3/+1.

Whenever equipped creature is put into a graveyard from play, return that card to play under your control if it's a Samurai.

When Oathkeeper, Takeno's Daisho is put into a graveyard from play, remove equipped creature from the game.

Equip 2

—Arnie Sweatt

Okina, Temple to the Grandfathers

Legendary Land

☠: Add ☠ to your mana pool.

☠, ☠: Target legendary creature gets +1/+1 until end of turn.

If a land can be said to have a heart, Okina is the heart of Kamigawa.

—Scott Gendriks

Oni Possession 2

Enchant Creature

At the beginning of your upkeep, sacrifice a creature.

Enchanted creature gets +3/+3 and has trample.

Enchanted creature is a Demon Spirit.

—Aleksei Borisov

Orbweaver Kumo 4

Creature — Spirit

Orbweaver Kumo may block as though it had flying.

Whenever you play a Spirit or Arcane spell, Orbweaver Kumo gains forestwalk until end of turn.

—Dan Scott

3/4

Order of the Sacred Bell 3

Creature — Human Monk

"Our bodies are weak compared to those of the kami, our knowledge limited, and our magic poor. Yet we draw breath. That alone is reason to hope."

4/3

Ore Gorgor 3

Creature — Spirit

Whenever you play a Spirit or Arcane spell, you may destroy target nonbasic land.

"We've stumbled upon a network of caves not on our maps. We can only hope it is safe to spend the night."
—Lost Battalion, message to General Tiheko

3/1

Orochi Eggwatcher 2

2, ♣, ♣: Put a 1/1 green Snake creature token into play. If you control ten or more creatures, flip Orochi Eggwatcher.

Creature — Snake Shaman 1/1

3/3

Legendary Creature — Snake Shaman gets +3/+3 until end of turn.

Sacrifice a creature: Target creature

Shidako, Broodmistress

Orochi Hatchery 3

Artifact

Orochi Hatchery comes into play with X charge counters on it.

5, ♣: Put a 1/1 green Snake creature token into play for each charge counter on Orochi Hatchery.

Altor Horley Orlandelli

Orochi Leafcaller 1

Creature — Snake Shaman

♣: Add one mana of any color to your mana pool.

"Only orochi hatched from eggs, touched by the kami, may become shamans. These days, there are fewer and fewer new shamans being born."

1/1

Orochi Ranger 1

Creature — Snake Warrior

Whenever Orochi Ranger deals combat damage to a creature, tap that creature and it doesn't untap during its controller's next untap step.

"The young come to me, confused. They have been taught to respect the kami, and now they must fight them? I do not know what to say."
—Sachi, to her father

2/1

Orochi Sustainer 1

Creature — Snake Shaman

♣: Add ♣ to your mana pool.

"Nothing is the same anymore. The forests are not as lush, the waters not as pure, the air not as clear. Without the kami to direct and sustain the forces of nature, it's only a matter of time before we feel their neglect."

1/2

Otherworldly Journey 1

Instant — Arcane

Remove target creature from the game. At end of turn, return that creature to play under its owner's control with a +1/+1 counter on it.

"The landscape shimmered and I felt a chill breeze. When my vision cleared, I found myself alone among the corpses of my fallen friends."
—Jovanni found in Niima

Vance Kovacs

Pain Kami 2

Creature — Spirit

♣, ♣: Sacrifice Pain Kami: Pain Kami deals X damage to target creature.

"All kami are our enemies now, A very tough lesson to learn. But it's one that's taken quickly. When you feel what it's like to burn!"
—Kai-Ku, akki poet

2/2

Painwracker Oni 3

Creature — Demon Spirit

Fear

At the beginning of your upkeep, sacrifice a creature if you don't control an Ogre.

"Blood flows. Blood calls. Blood devours all and only blood remains."
—Ogre chant

5/4

Part the Veil 3

Instant — Arcane

Return all creatures you control to their owner's hand.

At the waterfall, the border between the human world and the spirit world was weakest. The kami moved across it with ease and at will.

Arcane Sweskel

Peer Through Depths 1

Instant — Arcane

Look at the top five cards of your library. You may reveal an instant or sorcery card from among them and put it into your hand. Put the rest on the bottom of your library in any order.

Anthony S. Waters

Petals of Insight 1

Sorcery — Arcane

Look at the top three cards of your library. You may put those cards on the bottom of your library in any order. If you do, return Petals of Insight to its owner's hand. Otherwise, draw three cards.

Anthony S. Waters

Pinecrest Ridge 1

Land

♣: Add 1 to your mana pool.

♣: Add ♣ or ♣ to your mana pool. Pinecrest Ridge doesn't untap during your next untap step.

Pious Kitsune 2

Creature — Fox Cleric

At the beginning of your upkeep, put a devotion counter on Pious Kitsune. Then if a creature named Eight-and-a-Half-Tails is in play, you gain 1 life for each devotion counter on Pious Kitsune.

♣: Remove a devotion counter from Pious Kitsune. You gain 1 life.

Anthony S. Waters

1/2

Plains 1

Basic Land — Plains

Plains



Basic Land — Plains



Plains



Basic Land — Plains



Plains



Basic Land — Plains



Psychic Puppetry



Instant — Arcane

Tap or untap target permanent. Splice onto Arcane. (As you play an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)

—Joel Thomas

Pull Under



Instant — Arcane

Target creature gets -5/-5 until end of turn.

"Although nowhere on Kamigawa was safe during the war, the Takenuma Swamp was the most horrifying. The rotting bamboo itself rebelled against its mortal inhabitants, pulling them into unmarked graves."
—Observations of the Kami War

—High Spirit

Quiet Purity



Instant — Arcane

Destroy target enchantment.

"When the Kami of Utter Silence passes, walls lose their secrets. Scrolls lose their lessons. Tapestries lose their beauty. Where there was meaning, there is only stillness."
—Sensei Hiaoka

—Shūhizaru

Rag Dealer



Creature — Human Rogue

2, 2, 2. Remove up to three target cards in a single graveyard from the game.

"After General Takeno found the Oathkeeper amidst the bamboo marshes, more scavengers braved the swamp's nezumi, oni, and kami in hopes of glory."
—The History of Kamigawa

1/1

Ragged Veins



Enchant Creature

You may play Ragged Veins any time you could play an instant. Whenever enchanted creature is dealt damage, its controller loses that much life.

Reach Through Mists



Instant — Arcane

Draw a card.

"Knows one part of the name, obsession begins. Knows two parts, paranoia sets in. Knows three parts, madness descends. Knows all, and only the kami know what will become of you."
—Lady Azami

—Anthony S. Waters

Reciprocate



Instant

Remove from the game target creature that dealt damage to you this turn.

"Just as the noble soul calls virtue to itself, the evil soul summons harm."
—Teachings of Eight-and-a-Half-Tails

—Pat Lee

Reito Lantern



Artifact

3: Put target card in a graveyard on the bottom of its owner's library.

Lanterns carved from the mystic stones of the Reito Mines were said to light the way of lost souls.

—Tim Riddlebrandt

Rend Flesh



Instant — Arcane

Destroy target non-Spirit creature.

"The Reito Massacre was a testament to the kami's unstoppable power. The human defenders might as well have been moths battling a forest fire."
—Great Battles of Kamigawa

Rend Spirit



Instant

Destroy target Spirit.

"The battle at Ganezan Pass was a testament to human endurance. The untrained and frightened group escaped three legions of kami, leaving none than their share of slain foes in their wake."
—Great Battles of Kamigawa

—Jeremy Jarvis

Reverse the Sands



Sorcery

Redistribute any number of players' life totals. (Each of those players gets one life total back.)

Worse than the years of aging was the burden of memory. The young monk lost his youth and gained a vicarious lifetime of hardship and woe.

—Alex Horley Orlandelli

Reweave



Instant — Arcane

Target permanent's controller sacrifices it. That player reveals cards from the top of his or her library until he or she reveals a card that shares a card type with the sacrificed permanent. The player puts that card into play, then shuffles his or her library.

Splice onto Arcane 2

—Lucia Iwint

River Kaijin



Creature — Spirit

"Since the war began, fishermen don't sing to the kaitin to ask for full nets. They guard the shore with three-blessed spears, saving the nets for their wives to pack their belongings and leave."
—Hayato, master sailor

1/4

Ronin Houndmaster 2

Creature — Human Samurai

Haste
 Bushido 1 (When this blocks or becomes blocked, it gets +1/+1 until end of turn.)
 Some samurai fall so far out of grace that only dogs would keep them company.

Edward P. Beard, Jr.

2/2

Rootrunner 2

Creature — Spirit

♦♦♦, Sacrifice Rootrunner: Put target land on the top of its owner's library.
 Soulshift 3 (When this is put into a graveyard from play, you may return target Spirit card with converted mana cost 3 or less from your graveyard to your hand.)

Adam Rex

3/3

Ryusei, the Falling Star 5

Legendary Creature — Dragon Spirit

Flying
 When Ryusei, the Falling Star is put into a graveyard from play, it deals 5 damage to each creature without flying.

Horacio

5/5

Sachi, Daughter of Seshiro 2

Legendary Creature — Snake Shaman

Other Snakes you control get +0/+1. Shamans you control have "♦: Add ♦♦ to your mana pool."
 "The warriors deal in poison and fangs. We shamans remember why our ancestors created with their bellies to the earth."

Naotaro

1/3

Sakura-Tribe Elder 1

Creature — Snake Shaman

Sacrifice Sakura-Tribe Elder: Search your library for a basic land card, put that card into play tapped, then shuffle your library.
 There were no tombstones in onchi territory. Slain warriors were buried with a tree sapling, so they would become a part of the forest after death.

Carl Critchlow

1/1

Samurai Enforcers 4

Creature — Human Samurai

Bushido 2 (When this blocks or becomes blocked, it gets +2/+2 until end of turn.)
 From the moment they swore their oaths, they belonged to their lord, sword and soul.

Nirch Cotte

4/4

Samurai of the Pale Curtain 2

Creature — Fox Samurai

Bushido 1 (When this blocks or becomes blocked, it gets +1/+1 until end of turn.)
 If a permanent would be put into a graveyard, remove it from the game instead.

Christopher Moeller

2/2

Scuttling Death 4

Creature — Spirit

Sacrifice Scuttling Death: Target creature gets -1/-1 until end of turn.
 Soulshift 4 (When this is put into a graveyard from play, you may return target Spirit card with converted mana cost 4 or less from your graveyard to your hand.)

Youngho Park

4/2

Seizan, Perverter of Truth 3

Legendary Creature — Demon Spirit

At the beginning of each player's upkeep, that player loses 2 life and draws two cards.
 "If you would taste the wisdom of the oni, be prepared to salt it with your blood."
 —Kiku, Night's Flower

Wes Will

6/5

Sensei Golden-Tail 1

Legendary Creature — Fox Samurai

Bushido 1 (When this blocks or becomes blocked, it gets +1/+1 until end of turn.)
 ♦♦♦: Put a training counter on target creature. That creature gains bushido 1 and becomes a Samurai in addition to its other creature types. Play this ability only any time you could play a sorcery.

Stephen Tappin

2/1

Sensei's Divining Top 1

Artifact

1: Look at the top three cards of your library, then put them back in any order.
 ♦: Draw a card, then put Sensei's Divining Top on top of its owner's library.

Michael Sutfin

1/1

Serpent Skin 2

Enchant Creature

You may play Serpent Skin any time you could play an instant. Enchanted creature gets +1/+1.
 ♦: Regenerate enchanted creature.

Rob Alexander

1/1

Seshiro the Anointed 4

Legendary Creature — Snake Monk

Other Snakes you control get +2/+2. Whenever a Snake you control deals combat damage to a player, you may draw a card.
 His family was the first to reach out to the human monks. He soon knew as many koans as he did blade strikes.

Daren Bader

3/4

Shell of the Last Kappa 3

Legendary Artifact

3, ♦: Remove from the game target instant or sorcery spell that targets you. (The spell has no effect.)
 3, ♦, Sacrifice Shell of the Last Kappa: You may play a card removed from the game with Shell of the Last Kappa without paying its mana cost.

David Martin

1/1

Shimatsu the Bloodcloaked 3

Legendary Creature — Demon Spirit

As Shimatsu the Bloodcloaked comes into play, sacrifice any number of permanents. Shimatsu comes into play with that many +1/+1 counters on it.
 Their dominion over dark and destructive forces twisted the oni into beings of pure malevolence.

Dave Allrop

0/0

Shinka, the Bloodsoaked Keep 3

Legendary Land

♦: Add ♦ to your mana pool.
 ♦♦: Target legendary creature gains first strike until end of turn.
 The glow from within looks inviting, but too awaits whomever finds oni who stokes the fire or what summers in the pot.

Thijs

1/1

Shisato, Whispering Hunter 3



Legendary Creature — Snake Warrior

At the beginning of your upkeep, sacrifice a Snake.

Whenever Shisato, Whispering Hunter deals combat damage to a player, that player skips his or her next untap step.

John Bolton

2/2

Shizo, Death's Storehouse



Legendary Land

• Add to your mana pool.

• • Target legendary creature gains fear until end of turn.

Centuries ago, Shizo was a verdant field of wildflowers. After 891 samurai died in a single battle on its grasses, it became a haunted moor.

Ron Spears

Sideswipe



Instant

You may change any targets of target Arcane spell.

Hisoka's wizards struggled for years to master the art of redirection that came so naturally to the shamans of Ganzan Pass.

Ron Spears

Sift Through Sands



Instant — Arcane

Draw two cards, then discard a card.

If you played a spell named Peer Through Depths and a spell named Reach Through Mists this turn, you may search your library for a card named The Unspeakeable, put it into play, then shuffle your library.

Anthony E. Waters

Silent-Chant Zuberu



Creature — Zuberu Spirit

When Silent-Chant Zuberu is put into a graveyard from play, you gain 2 life for each Zuberu put into a graveyard from play this turn.

When the Honden of Cleansing Fire was abandoned, its attendants swarmed Kamigawa to erode mortal will.

John Thompson

1/2

Sire of the Storm



Creature — Spirit

Flying

Whenever you play a Spirit or Arcane spell, you may draw a card.

This storm blows gales through the dreams of men.

Wayne England

3/3

Soilshaper



Creature — Spirit

Whenever you play a Spirit or Arcane spell, target land becomes a 3/3 creature until end of turn. It's still a land.

It spoke with the voice of nature, but its words were curses spat upon humankind.

Thomas M. Baxa

1/1

Sokenzan Bruiser



Creature — Ogre Warrior

Mountainwalk

"We camped near the Sokenzan Mountains. Though I know its inhabitants are sparse, I hear cries coming from the highest peaks every night, as if the mountains themselves bellow for vengeance."

—Lost Battalion, message to General Tabano

Pablo Fajardo

3/3

Soratami Cloudskater



Creature — Moonfolk Rogue

Flying

2, Return a land you control to its owner's hand: Draw a card, then discard a card.

"You hide your actions from eyes on the ground, but nothing escapes the clouds."

Michael Sutfin

1/1

Soratami Mirror-Guard



Creature — Moonfolk Wizard

Flying

2, Return a land you control to its owner's hand: Target creature with power 2 or less is unblockable this turn.

Wayne England

3/1

Soratami Mirror-Mage



Creature — Moonfolk Wizard

Flying

3, Return three lands you control to their owner's hand: Return target creature to its owner's hand.

"The clouds obey my whims, and you'll obey theirs."

Ron Spears

2/1

Soratami Rainshaper



Creature — Moonfolk Wizard

Flying

3, Return a land you control to its owner's hand: Target creature you control can't be the target of spells or abilities this turn.

Itoku

2/1

Soratami Savant



Creature — Moonfolk Wizard

Flying

3, Return a land you control to its owner's hand: Counter target spell unless its controller pays 3.

"To prevent, one must first predict."

Jim Neenan

2/2

Soratami Seer



Creature — Moonfolk Wizard

Flying

4, Return two lands you control to their owner's hand: Discard your hand, then draw that many cards.

Their mirrors show two worlds: that which is and that which should be.

Utena Anger

2/3

Sosuke, Son of Seshiro



Legendary Creature — Snake Warrior

Other Snakes you control get +1/+0.

Whenever a Warrior you control deals combat damage to a creature, destroy that creature at end of combat.

Gail Orchard

3/4

Soul of Magma



Creature — Spirit

Whenever you play a Spirit or Arcane spell, Soul of Magma deals 1 damage to target creature.

"In every other mind, the battle was lost. General Tabano alone was not touched by despair. Drawing his blade, he was attack and rallying cry to me."

—Battle of Akagi River: A Survivor's Tale

Burrell Rebe

2/2

Soulblast 3

Instant

As an additional cost to play Soulblast, sacrifice all creatures you control. Soulblast deals damage to target creature or player equal to the total power of the sacrificed creatures.

Wayne Reynolds

Soulless Revival 1

Instant — Arcane

Return target creature card from your graveyard to your hand. Splice onto Arcane 1 (As you play an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)

Paul Spencer

Squelch 1

Instant

Counter target activated ability. (Mana abilities can't be targeted.) Draw a card. Oku-Doku had gone through all the motions; the same akki cursewords, the same ingredients with their horrid stink, the same rite gestures. Yet not a person died.

Matt Cavotta

Stone Rain 2

Sorcery

Destroy target land. "The kami struck with goutts of fire, showers of rock, and the combined rage of the spirit sword, and the combined rage of the spirit sword. Only Eigamo Castle remained standing, glowing untouched in the sun." —The History of Kamigawa

Greg Staples

Strange Inversion 2

Instant — Arcane

Switch target creature's power and toughness until end of turn. Splice onto Arcane 1 (As you play an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)

Khang Le

Strength of Cedars 4

Instant — Arcane

Target creature gets +X+X until end of turn, where X is the number of lands you control. "No sooner had the beast collapsed under the blow of Takeno's sword than the earth rippled and the creature rose again to face him." —Battle of Akagi River: A Survivor's Tale

Edward P. Beard, Jr.

Struggle for Sanity 2

Sorcery

Target opponent reveals his or her hand. That player sets aside a card from it, then you set aside a card from it. Repeat this process until all cards in that hand have been set aside. That player returns the cards he or she set aside to his or her hand and puts the rest into his or her graveyard.

Randy Lathrop

Student of Elements 1

When Student of Elements has flying, flip it.

Creature — Human Wizard 1/1

3/3

Legendary Creature — Human Wizard

Creatures you control have flying.

Tobita, Master of Winds

Ittoku

Swallowing Plague 3

Sorcery — Arcane

Swallowing Plague deals X damage to target creature and you gain X life. "We are recalling all forces from the Takenuma Swamp. We lose men daily to kami attacks, and it seems our defeats only encourage them further." —General Takeno, letter to Lord Konda

Dave Bowman

Swamp

Basic Land — Swamp

Swamp

Basic Land — Swamp

Swamp

Basic Land — Swamp

Swamp

Basic Land — Swamp

Swirl the Mists 2

Enchantment

As Swirl the Mists comes into play, choose a color word. All instances of color words on spells and permanents become the chosen color word.

Artur Swickel

Takeno, Samurai General 5

Legendary Creature — Human Samurai 3/3

Bushido 2 (When this blocks or becomes blocked, it gets +2/+2 until end of turn.) Each other Samurai you control gets +1/+1 for each point of bushido it has.

Matt Cavotta

Tatsumasa, the Dragon's Fang 6

Legendary Artifact — Equipment

Equipped creature gets +5/+5. 6. Remove Tatsumasa, the Dragon's Fang from the game: Put a 5/5 blue Dragon Spirit creature token with flying into play. Return Tatsumasa to play under its owner's control when that token is put into a graveyard. Equip 3

Rafiqo Palcova

Teller of Tales 3 4 4



Creature — Spirit

Flying

Whenever you play a Spirit or Arcane spell, tap or untap target creature.

Words never uttered by mortals flowed incessantly from its many mouths.

Blurry

3/3

Tenza, Godo's Maul 3



Legendary Artifact — Equipment

Equipped creature gets +1/+1. As long as it's legendary, it gets an additional +2/+2. As long as it's red, it has trample.

Equip 1 (1: Attach to target creature you control. Equip only as a sorcery.)

— Paolo Fierro

Terashi's Cry 3 *



Sorcery — Arcane

Tap up to three target creatures.

"The sun kami is terrible to behold. When its temper flares, best seek shade and pray for forgiveness."

— Sensei Golden-Tail

— Jim Murray

Thief of Hope 2 4



Creature — Spirit

Whenever you play a Spirit or Arcane spell, target opponent loses 1 life and you gain 1 life.

Soulshift 2 (When this is put into a graveyard from play, you may return target Spirit card with converted mana cost 2 or less from your graveyard to your hand.)

— Tim Hildebrandt

2/2

Thoughtbind 2 4



Instant

Counter target spell with converted mana cost 4 or less.

"As the rest of the mortal world waged war, Lady Azami and her students invaded tomes of knowledge. Their search yielded spells critical in the fight."

— Observations of the Kami War

— Seth Aasmundstad

Thousand-legged Kami 6 4 4



Creature — Spirit

Soulshift 7 (When this is put into a graveyard from play, you may return target Spirit card with converted mana cost 7 or less from your graveyard to your hand.)

— Nesius

6/6

Through the Breach 4 2



Instant — Arcane

Put a creature card from your hand into play. That creature has haste. Sacrifice that creature at end of turn.

Splice onto Arcane 2 2 2 (As you play an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)

— Mark Jameson

Tide of War 4 4 4



Enchantment

Whenever one or more creatures blocks, flip a coin. If you win the flip, the defending player sacrifices all blocking creatures. Otherwise, the attacking player sacrifices the blocked creatures.

— Wayne Reynolds

Time of Need J 4



Sorcery

Search your library for a legendary creature card, reveal it, and put it into your hand. Then shuffle your library.

"When the kuno attacked the monks' sacred shrines, a mournful toll for help echoed through the forest. Thus began the Battle of Silk, which would last six years."

— Great Battles of Kamigawa

— Barry Ostro

Time Stop 4 4 4



Instant

End the turn. (Remove all spells and abilities on the stack from the game, including this card. The player whose turn it is discards down to his or her maximum hand size. Damage tears off, and "this turn" and "until end of turn" effects end.)

— Scott M. Fischer

Tranquil Garden



Land

• Add 1 to your mana pool.
• Add ♣ or ♠ to your mana pool.

Tranquil Garden doesn't untap during your next untap step.

— John Ahl

Uba Mask 4



Artifact

If a player would draw a card, that player removes that card from the game face up instead.

Each player may play cards he or she removed from the game with Uba Mask this turn.

— Randy Gallegos

Uncontrollable Anger 2 2 2



Enchant Creature

You may play Uncontrollable Anger any time you could play an instant. Enchanted creature gets +2/+2 and attacks each turn if able.

To an akki warrior, gravity is the direction of the nearest unsmashed face.

— Matt Thompson

Unearthly Blizzard 2 2



Sorcery — Arcane

Up to three target creatures can't block this turn.

"We are trapped. The mountains and blinding kami storms have made us hopelessly lost. We are starving. In the name of all things sacred, please, send help..."

— Lost Battalion, final message to General Takeno

— Joel Thomas

Unnatural Speed 2



Instant — Arcane

Target creature gains haste until end of turn.

"How can we hope to match the speed of lightning? The fury of storms? The power of mountains? The answer is simple. We cannot. I advise against this war."

— Sensei Hisoka, letter to Lord Konda

— Wayne Reynolds

The Unspeakable 6 4 4 4



Legendary Creature — Spirit

Flying, trample

Whenever The Unspeakable deals combat damage to a player, you may return target Arcane card from your graveyard to your hand.

It is madness that drives men to seek forbidden knowledge, and madness has given it form.

— Khang Le

6/7

Untaidsake, the Cloud Keeper

Legendary Land

Untaidsake, the Cloud Keeper comes into play tapped.

☉ Pay 2 life: Add 2 to your mana pool. Spend this mana only to play legendary spells.

Untaidsake is the noodle that weaves the fabric of creation.

—John Aaron

4/4

Uyo, Silent Prophet

Legendary Creature — Moonfolk Wizard

Flying

2. Return two lands you control to their owner's hand: Copy target instant or sorcery spell. You may choose new targets for the copy.

—John Bolton

4/4

Vassal's Duty

Enchantment

1. The next 1 damage that would be dealt to target legendary creature you control this turn is dealt to you instead.

"My life is yours, my lord. There is no greater service than to yield it for your safety."

—Dave Dorman

Venerable Kumo

Creature — Spirit

Venerable Kumo may block as though it had flying.

Soulshift 4 (When this is put into a graveyard from play, you may return target Spirit card with converted mana cost 4 or less from your graveyard to your hand.)

—Carl Christelow

2/3

Vigilance

Enchant Creature

Enchanted creature has vigilance. (Attacking doesn't cause it to tap.)

"Put a spear in a peasant's hands, and you have an expendable troop. Put a purpose in his heart, and you win a warrior."

—Sensei Golden-Tail

—Tazume Kawade

Villainous Ogre

Creature — Ogre Warrior

Villainous Ogre can't block.

As long as you control a Demon, Villainous Ogre has "☉: Regenerate Villainous Ogre."

"The war saw the ogres emerge from their caves, reeking of blood, with the power of oni in their veins."

—Observations of the Kami War

—Taty Scattolon

3/2

Vine Kami

Creature — Spirit

Vine Kami can't be blocked except by two or more creatures.

Soulshift 6 (When this is put into a graveyard from play, you may return target Spirit card with converted mana cost 6 or less from your graveyard to your hand.)

—Tsunetsi Kawabe

4/4

Waking Nightmare

Sorcery — Arcane

Target player discards two cards.

"Once each year, the oni and other evil spirits paraded through villages to disturb mortals' sleep. During the war, this parade became a nightly event."

—Observations of the Kami War

—Michi Sano

Wandering Ones

Creature — Spirit

"I saw them ones, when I was a child. They led me to my parents' arms when I was lost. Why have they abandoned me now? Why won't they take me home again?"

—Unnamed beggar

—Heather Houston

1/1

Watervell Cavern

Land

☉: Add 1 to your mana pool.

☉: Add 4 or ☉ to your mana pool. Watervell Cavern doesn't untap during your next untap step.

—John Aaron

Wear Away

Instant — Arcane

Destroy target artifact or enchantment.

Splice onto Arcane 3 ☉ (As you play an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)

—Tim Hildebrandt

Wicked Akuba

Creature — Spirit

☉: Target player dealt damage by Wicked Akuba this turn loses 1 life.

The sound of children weeping is a song that fills its heart with joy.

—Hugh

2/2

Yamabushi's Flame

Instant

Yamabushi's Flame deals 3 damage to target creature or player. If a creature dealt damage this way would be put into a graveyard this turn, remove it from the game instead.

—Christopher Mcclellan

Yamabushi's Storm

Sorcery

Yamabushi's Storm deals 1 damage to each creature. If a creature dealt damage this way would be put into a graveyard this turn, remove it from the game instead.

—Wayne England

Yosei, the Morning Star

Legendary Creature — Dragon Spirit

Flying

When Yosei, the Morning Star is put into a graveyard from play, target player skips his or her next untap step. Tap up to five target permanents that player controls.

—Hiro Izawa

5/5

Zo-Zu the Punisher

Legendary Creature — Goblin Warrior

Whenever a land comes into play, Zo-Zu the Punisher deals 2 damage to that land's controller.

"He can cause a lot of pain and do it with no fuss. That's all good, but I just wish he didn't do it to us!"

—Ko-Ko, akki poet

—Matt Cavotta

2/2

Champions of Kamigawa™

CARD CHECKLIST

WHITE

- 1 C Blessed Breath
- 2 U Bushi Tenderfoot
- 3 C Cage of Hands
- 4 C Call to Glory
- 5 U Candles' Glow
- 6 U Cleanfall
- 7 C Devoted Retainer
- 8 R Eight-and-a-Half-Tails
- 9 C Ethereal Haze
- 10 U Ghostly Prison
- 11 C Harsh Deceiver
- 12 R Hikari, Twilight Guardian
- 13 R Hold the Line
- 14 U Honden of Cleansing Fire
- 15 U Horizon Seed
- 16 C Hundred-Talon Kami
- 17 C Indomitable Will
- 18 U Innocence Kami
- 19 R Isamaru, Hound of Konda
- 20 C Kabuto Moth
- 21 C Kami of Ancient Law
- 22 U Kami of Old Stone
- 23 C Kami of the Painted Road
- 24 U Kami of the Palace Fields
- 25 C Kitsune Blademaster
- 26 C Kitsune Diviner
- 27 C Kitsune Healer
- 28 R Kitsune Mystic
- 29 C Kitsune Riftwalker
- 30 R Konda, Lord of Eiganjo
- 31 U Konda's Hatamoto
- 32 C Lantern Kami
- 33 R Masako the Humorless
- 34 C Mothrider Samurai
- 35 R Myojin of Cleansing Fire
- 36 U Nagao, Bound by Honor
- 37 U Otherworldly Journey
- 38 C Pious Kitsune
- 39 C Quiet Purity
- 40 U Reciprocate
- 41 R Reverse the Sands
- 42 U Samurai Enforcers
- 43 U Samurai of the Pale Curtain
- 44 R Sensei Golden-Tail
- 45 C Silent-Chant Zubera
- 46 R Takeno, Samurai General
- 47 C Terashi's Cry
- 48 R Vassal's Duty
- 49 C Vigilance
- 50 R Yosei, the Morning Star

BLUE

- 51 U Aura of Dominion
- 52 R Azami, Lady of Scrolls
- 53 C Callous Deceiver
- 54 C Consuming Vortex
- 55 C Counsel of the Soratami

- 56 U Cut the Tethers
- 57 U Dampen Thought
- 58 U Eerie Procession
- 59 C Eye of Nowhere
- 60 C Field of Reality
- 61 C Floating-Dream Zubera
- 62 R Gifts Ungiven
- 63 U Graceful Adept
- 64 U Guardian of Solitude
- 65 U Hinder
- 66 R Hisoka, Minamo Sensei
- 67 C Hisoka's Defiance
- 68 C Hisoka's Guard
- 69 U Honden of Seeing Winds
- 70 R Jushi Apprentice
- 71 C Kami of Twisted Reflection
- 72 R Keiga, the Tide Star
- 73 C Lifted by Clouds
- 74 R Meloku the Clouded Mirror
- 75 R Myojin of Seeing Winds
- 76 C Mystic Restraints
- 77 R Part the Veil
- 78 C Peer Through Depths
- 79 U Petals of Insight
- 80 C Psychic Puppetry
- 81 C Reach Through Mists
- 82 R Reweave
- 83 C River Kaijin
- 84 C Sift Through Sands
- 85 U Sire of the Storm
- 86 C Soratami Cloudskater
- 87 C Soratami Mirror-Guard
- 88 U Soratami Mirror-Mage
- 89 C Soratami Rainshaper
- 90 U Soratami Savant
- 91 U Soratami Seer
- 92 U Squelch
- 93 U Student of Elements
- 94 R Swirl the Mists
- 95 C Teller of Tales
- 96 C Thoughtbind
- 97 R Time Stop
- 98 R The Unspeakable
- 99 R Uyo, Silent Prophet
- 100 C Wandering Ones

BLACK

- 101 C Ashen-Skin Zubera
- 102 C Befoul
- 103 U Blood Speaker
- 104 U Bloodthirsty Ogre
- 105 R Cranial Extraction
- 106 C Cruel Deceiver
- 107 C Cursed Ronin
- 108 U Dance of Shadows
- 109 C Deathcurse Ogre
- 110 C Devouring Greed
- 111 C Distress

- 112 C Gibbering Kami
- 113 U Gutwrencher Oni
- 114 R He Who Hungers
- 115 U Hideous Laughter
- 116 U Honden of Night's Reach
- 117 R Horobi, Death's Wail
- 118 R Iname, Death Aspect
- 119 U Kami of Lunacy
- 120 C Kami of the Waning Moon
- 121 R Kiku, Night's Flower
- 122 R Kokusho, the Evening Star
- 123 R Kuro, Pitlord
- 124 R Marrow-Gnawer
- 125 C Midnight Covenant
- 126 R Myojin of Night's Reach
- 127 U Nezumi Bone-Reader
- 128 C Nezumi Cutthroat
- 129 U Nezumi Graverobber
- 130 C Nezumi Ronin
- 131 R Nezumi Shortfang
- 132 R Night Dealings
- 133 R Night of Souls' Betrayal
- 134 U Numai Outcast
- 135 U Oni Possession
- 136 U Painwacker Oni
- 137 C Pull Under
- 138 C Rag Dealer
- 139 C Ragged Veins
- 140 C Rend Flesh
- 141 C Rend Spirit
- 142 C Scuttling Death
- 143 R Seizan, Perverter of Truth
- 144 C Soulless Revival
- 145 U Struggle for Sanity
- 146 U Swallowing Plague
- 147 U Thief of Hope
- 148 C Villainous Ogre
- 149 C Waking Nightmare
- 150 C Wicked Akuba

RED

- 151 C Akki Avalanchers
- 152 U Akki Coalflinger
- 153 R Akki Lavarunner
- 154 C Akki Rockspeaker
- 155 U Akki Underminer
- 156 C Battle-Mad Ronin
- 157 R Ben-Ben, Akki Hermit
- 158 U Blind with Anger
- 159 U Blood Rites
- 160a U Brothers Yamazaki
- 160b U Brothers Yamazaki
- 161 C Brutal Deceiver
- 162 C Crushing Pain
- 163 C Desperate Ritual
- 164 C Devouring Rage
- 165 U Earthshaker
- 166 C Ember-Fist Zubera

- 167 C Frostwielder
- 168 C Glacial Ray
- 169 R Godo, Bandit Warlord
- 170 U Hanabi Blast
- 171 C Hearth Kami
- 172 U Honden of Infinite Rage
- 173 U Initiate of Blood
- 174 C Kami of Fire's Roar
- 175 R Kiki-Jiki, Mirror Breaker
- 176 R Kumano, Master Yamabushi
- 177 U Kumano's Pupils
- 178 C Lava Spike
- 179 U Mana Seism
- 180 R Mindblaze
- 181 R Myojin of Infinite Rage
- 182 U Ore Gorgor
- 183 U Pain Kami
- 184 C Ronin Houndmaster
- 185 R Ryusei, the Falling Star
- 186 R Shimatsu the Bloodcloaked
- 187 U Sideswipe
- 188 C Sokenzan Bruiser
- 189 C Soul of Magma
- 190 R Soulblast
- 191 C Stone Rain
- 192 U Strange Inversion
- 193 R Through the Breach
- 194 R Tide of War
- 195 C Uncontrollable Anger
- 196 C Unearthly Blizzard
- 197 C Unnatural Speed
- 198 C Yamabushi's Flame
- 199 C Yamabushi's Storm
- 200 R Zo-Zu the Punisher
- 215 R Iname, Life Aspect
- 216 C Joyous Respite
- 217 R Jugan, the Rising Star
- 218 C Jukai Messenger
- 219 C Kami of the Hunt
- 220 U Kashi-Tribe Reaver
- 221 C Kashi-Tribe Warriors
- 222 R Kodama of the North Tree
- 223 R Kodama of the South Tree
- 224 C Kodama's Might
- 225 C Kodama's Reach
- 226 U Lure
- 227 C Matsu-Tribe Decoy
- 228 C Moss Kami
- 229 R Myojin of Life's Web
- 230 R Nature's Will
- 231 U Orbweaver Kumo
- 232 C Order of the Sacred Bell
- 233 U Orochi Eggwatcher
- 234 C Orochi Leafcaller
- 235 C Orochi Ranger
- 236 C Orochi Sustainer
- 237 U Rootrunner
- 238 U Sachi, Daughter of Seshiro
- 239 C Sakura-Tribe Elder
- 240 C Serpent Skin
- 241 R Seshiro the Anointed
- 242 R Shisato, Whispering Hunter
- 243 U Soilshaper
- 244 U Sosuke, Son of Seshiro
- 245 U Strength of Cedars
- 246 U Thousand-legged Kami
- 247 U Time of Need
- 248 C Venerable Kumo
- 249 C Vine Kami
- 250 C Wear Away
- 262 R Moonring Mirror
- 263 U Nine-Ringed Bo
- 264 U No-Dachi
- 265 R Oathkeeper, Takeno's Daisho
- 266 R Orochi Hatchery
- 267 U Reito Lantern
- 268 U Sensei's Divining Top
- 269 R Shell of the Last Kappa
- 270 R Tatsumasa, the Dragon's Fang
- 271 U Tenza, Godo's Maul
- 272 R Uba Mask

LANDS

- 273 R Boseiju, Who Shelters All
- 274 U Cloudcrest Lake
- 275 R Eiganjo Castle
- 276 R Forbidden Orchard
- 277 R Hall of the Bandit Lord
- 278 U Lantern-Lit Graveyard
- 279 R Minamo, School at Water's Edge
- 280 R Okina, Temple to the Grandfathers
- 281 U Pinecrest Ridge
- 282 R Shinka, the Bloodsoaked Keep
- 283 R Shizo, Death's Storehouse
- 284 U Tranquil Garden
- 285 R Untaidake, the Cloud Keeper
- 286 U Waterveil Cavern
- 287 L Plains
- 288 L Plains
- 289 L Plains
- 290 L Plains
- 291 L Island
- 292 L Island
- 293 L Island
- 294 L Island
- 295 L Swamp
- 296 L Swamp
- 297 L Swamp
- 298 L Swamp
- 299 L Mountain
- 300 L Mountain
- 301 L Mountain
- 302 L Mountain
- 303 L Forest
- 304 L Forest
- 305 L Forest
- 306 L Forest

GREEN

- 201 R Azusa, Lost but Seeking
- 202 R Budoka Gardener
- 203 C Burr Grafter
- 204 C Commune with Nature
- 205 R Dosan the Falling Leaf
- 206 C Dripping-Tongue Zuberu
- 207 U Feast of Worms
- 208 C Feral Deceiver
- 209 U Gale Force
- 210 R Glimpse of Nature
- 211 U Hana Kami
- 212 R Heartbeat of Spring
- 213 U Honden of Life's Web
- 214 C Humble Budoka

ARTIFACTS

- 251 R General's Kabuto
- 252 R Hair-Strung Koto
- 253 U Hankyu
- 254 U Honor-Worn Shaku
- 255 R Imi Statue
- 256 U Jade Idol
- 257 R Journeyer's Kite
- 258 R Junkyo Bell
- 259 R Konda's Banner
- 260 R Kusari-Gama
- 261 R Long-Forgotten Gohei

○ = Regular card □ = Premium card C = Common U = Uncommon R = Rare

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